TRENCH CRUSADE™

TRENCH CRUSADE DIGITAL RULEBOOK

1.0.2

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Intended for a Mature Audience

During the First Crusade the armies of the Church captured the Holy City. Beneath the most sacred of temples, the Knights Templar discovered hidden vaults. Within their shadowed depths lay an ancient demonic artefact. Overcome by greed and the weakness in their hearts, the Templars fell to their knees. They had found a new lord.

Witnessing the unholy wisdom revealed by the artefact, they turned to darkness, trafficking with devils and committing all manner of unspeakable rites. This was the Ultimate Heresy. Jerusalem was reduced to a depraved pit where the Infernal seeped into our Earthly realm, Hell and our mortal plane are now entwined in corruption.

For eight centuries the Church has waged its crusade to take back the Holy City. The landscape has been utterly devastated, scarred by thousands of miles of trenches, mud, and craters. The war is now waged by armies wielding terrifying weaponry. Both sides command supernatural beings of such immense power that they are nigh-unstoppable. Even with such incalculable might the armies are at a stalemate.

This is TRENCH CRUSADE

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INTRODUCTION

The World is Burning

Trench Crusade is a skirmish-scale tabletop miniatures game that plunges players deep into a horrifying alternate timeline. During the Crusades, a heretical order of Templars dared defy the Almighty, breaking their sacred oaths and unleashing the forces of Hell upon the Earth. Now, over eight hundred years later, in the Year of Our Lord 1914, this brutal and merciless war between the forces of Heaven and Hell rages on. This is not merely a fight for survival. This is a cataclysmic struggle that will decide the very fate of humanity's soul.

As both sides of the Great War prepare for massive new offensives, a different struggle takes place in the shattered wasteland of No Man's Land. Here, small warbands of combatants stalk the cratered earth, scarred by artillery and ravaged by centuries of war. These warbands gather information and ancient artefacts, seek out enemy scouts and high-value targets. Some are saboteurs and assassins, working deep behind enemy lines. Many are on holy (or unholy!) missions to obtain relics or perform bloodsoaked rituals in long-lost temples, churches, and basilicas. Others scour the front for vessels worthy of possession or sacrifice.

The rules you are reading is a gateway to playing games set in the world of Trench Crusade. You will find all you need to charge into battle and join the countless souls locked in this never-ending conflict.

In the first section, you will find a timeline of significant events in world history, and a short account of the world and the major factions fighting in the Great War.

Next, you will find the rules. These are divided into two sections: the **Core Rules**, which will teach you the fundamentals, and the **Comprehensive Rules**, which provide more detailed guidelines. You will discover that the rules are easy to learn and memorise, but will take skill and time to master.

After the Core Rules, you will find the section on how to link individual battles into a Campaign. The **Campaign Rules** are the beating heart of the Trench Crusade game. They allow you to craft your own stories, leading your warband from humble beginnings to legendary status in the Great War, where their deeds are spoken of in hushed tones in the bunkers and pillboxes of No Man's Land. You will lose warriors and gain new recruits along the way. Others will suffer grievous injuries, but some will survive to learn deadly skills or acquire powerful equipment.

The rules are followed by an array of thrilling **Scenarios** for you to play, from daring trench raids to battles over armoured trains.

The World is Burning
What You Need To Play
The World in Flames
Core Rules
Comprehensive Rules
Keywords
Terrain
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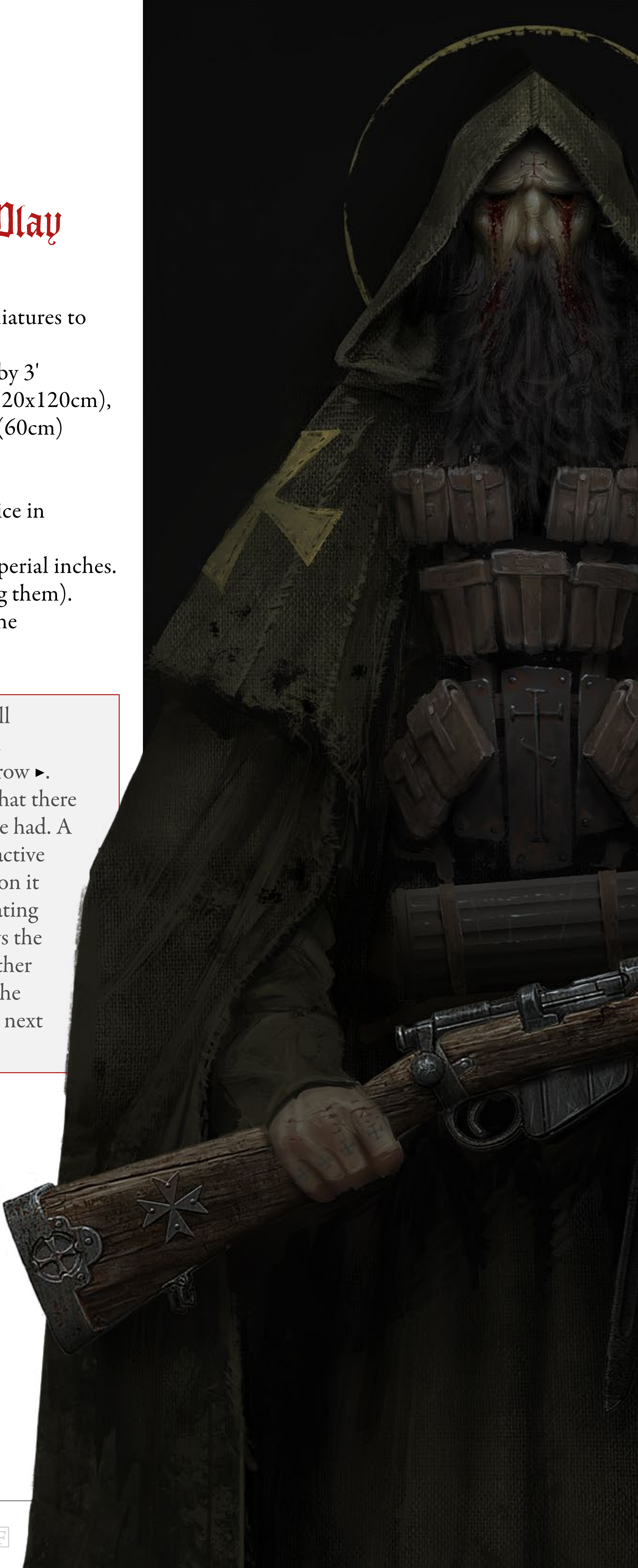
What You Need To Play

Quick Start

- A warband of 6–10 miniatures to lead into battle.
- A battlefield roughly 3' by 3' (90x90cm) or 4' by 4' (120x120cm), or any surface with 24” (60cm) between forces.
- Terrain (and lots of it).
- Three sets of six-sided dice in different colours.
- A tape measure with imperial inches.
- The rules (you’re reading them).
- Friends. No one fights the Great War alone.

In this document you will sometimes come across a red arrow ▸ or a black arrow ▸. These arrows show you that there is more information to be had. A red arrow shows it is an active hyperlink, you can click on it to be taken to the correlating text. A black arrow shows the correlating text is in another document, the name of the document will be shown next to the black arrow.



In Depth

Trench Crusade is a miniatures game, so you will need model soldiers to represent the Warband you command. A typical Warband at the start of the campaign consists of 6 to 10 models. You can acquire these from online and physical hobby stores. Alternatively, if you own a 3D printer, a vast selection of printable digital files is available online.

We provide a full range of models for Trench Crusade, but we are also enthusiastic about our support for independent miniature manufacturers. We encourage players to use whichever miniatures bring your vision to life; the battlefield is yours to shape.

You will need a tabletop to play on. We recommend a playing surface of about 3 feet by 3 feet (90cm by 90cm) or 4 feet by 4 feet (120cm by 120cm). However, as long as there is enough space to leave 24 inches (approximately 60cm) between the two forces at the start of the game, play is still perfectly possible. In every game, your forces need cover to huddle behind in order to avoid incoming enemy fire, ruined towers to act as sniper nests, and of course, the ever-present trenches where you can engage your foes in desperate close-quarters combat. The general rule of Trench Crusade is: the more terrain there is, the better the game will be! We have included a comprehensive Terrain Guide to help you create immersive battlefields, using off-the-shelf terrain, scratch-built models, or improvised pieces.

You will also need a tape measure to determine whether your bolt-action rifles are within effective range. Trench Crusade uses the archaic imperial measurement system, so ensure your tape measure includes these esoteric units.

Next, you need something you can blame for any losses and defeats during your games. We call these things dice. Trench Crusade uses six-sided dice, which most wargamers already have in abundance. We recommend using at least three sets of six dice in different colours.

Most importantly, you need friends! A group of like-minded hobbyists to play with is the most essential ingredient for an enjoyable wargaming experience. Local gaming clubs and hobby and gaming shops are a great place to start looking for fellow players. You will find a thriving Trench Crusade community online across various forums, channels, and social media.

Finally, remember the golden rule of wargaming: There is no wrong way to do this hobby, as long as you are respectful and honourable to fellow players across the table and within the wider community.

Happy gaming!

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THE WORLD IN FLAMES

A Brief and Incomplete Timeline of Trench Crusade

ca. 1072: Ominous celestial signs warn of the disruption of God's plan. Heretical cults multiply. The Order of Knights Templar is established. They set their sights on capturing the Temple Mount.

1099: The First Crusade captures Jerusalem. The Knights Templar commit the Act of Ultimate Heresy. The Gate of Hell appears on Earth. Jerusalem is destroyed in the cataclysm.

1101: The Year of Three Battles. Heretics, reinforced by the armies of the Third Circle of Hell, conquer the entirety of the Levant.

1102: The ancient city of Antioch is fortified and becomes the focal point of resistance against the forces of Hell.

1106: Cobar becomes the First Tyrant of the Sixty-Six.

1109: The Great Sultanate of the Invincible Iron Wall of the Two Horns That Pierce the Sky is formed. In the coming decades it unifies the Islamic factions. The Great Iron Wall of Iskandar re-emerges and is fortified against the Heretics.

1117: The legendary Seventeen Martyrs travel to the Domains of Hell to convert the Heretics. They are captured, tortured, and preserved in the throes of death, trapped for eternity within white-hot burning altars.

1165: The Old Man of the Mountain and his Hashashins defend the mountain fortress of Alamut. Reportedly, the castle endures, despite being besieged for hundreds of years.

1215-1306: The Wars of Triclavianism. The Church is divided, engulfed in a fierce internal conflict. Heretic domains spread as the Faithful turn against each other. Millions perish by sword and flame.

1312: [redacted] creates the first Communicants. Their entry into the war steadies the battlefront.

1346-1353: Beelzebub unleashes the Black Grail. Tens of millions are infected, transforming into metastatic vessels in the worst plague humanity has ever known. The Corpse Wars begin.

1429: Living Saint Jeanne d'Arc drives the Black Grail from mainland Europe.

1477: The City of Argos is taken by God, and is no more.

- **1503:** War Prophet Angelos, guided by Saint Elegius, discovers the formula for orichalcum steel. Though exorbitantly costly to produce, the metal proves to be highly effective against all missile weapons and remains in use to this day.
- **1545:** Antioch is annihilated by a mysterious Infernal weapon.
- **1573:** The Sacred Order of the Dragon halts the Infernal advance after the destruction of Byzantium. Word spreads of a million Heretics impaled in the hills of Wallachia.
- **1588:** The Unified Church compiles the New Orthodox Syncretic Bible.
- **1595:** Walls of New Antioch completed.
- **1666:** The Year of Six Woes. In a surprise raid, the newly created Heretic Fleet captures Gibraltar. The Rock becomes the Sea Fortress, serving as the Heretic base of operations against Europe. Forces of Hell gain access to the Atlantic.
- **1670:** Due to constant coastal raids by the Heretic Fleet, the Crown of England begins the construction of the Fortress of the White Cliffs of Dover.
- **1703:** Against all odds, a small force of Hebrew Knights, striking from their secret fortress, destroys the Templar stronghold at Acre.
- **1721:** The Third Siege of New Antioch is lifted by the combined forces of Sultan Ibrahim, reinforced by a contingent of Tughlaq warriors from the East and a relief fleet of the Papal States from the West.
- **1789:** The Grand Fleet of the Heretic Admiral Amminadab launches a full invasion of the Highlands. Bitter guerrilla warfare rages for decades as the Scots struggle to expel the invaders. The population is devastated.
- **1805:** The Heretic Fleet commanded by High Captain Ranga triumphs over England's navy in the Battle of Bloodied Cliffs. Admiral Nelson is slain in combat.
- **1807:** The Heretic Basilisk Fleet invades Éire. The High King Muiredach leads the clans against the invaders but is slain at the Battle of Waterford. The Irish wage a century-long guerrilla campaign to reclaim their land.
- **1866:** In utmost secrecy, Heretic scientists, aided by the demon Marbas, construct the first modern submarines.
- **1870:** Launched from Gibraltar, the Heretic submarine fleet inflicted severe losses on merchant navies, causing widespread famine.
- **1872:** Heretic forces storm and seize the city of Rijeka. It is fortified, and the Heretic conquest is launched against the European mainland.
- **1892:** The Heretics are expelled from Éire. An audacious raid by combined Fianna flying columns sinks the Heretic flagship Hymn of Obscenity at anchor.

1894: The Year of the Broken Trinity. In a synchronised strike, three master Death Commandos, Cain, Barabbas, and Haman, assassinate the Supreme Pontiff, the High Prophetess Aelia, and the Holy Roman Emperor, plunging the Faithful into turmoil. Simultaneously the Heretic Legions, commanded by Hell's nobles of the Seventh Circle, launch a lightning offensive in the Levant and Europa, bolstered by a huge vanguard of tanks.

1899: Church Space Programme commences.

1905: The Supply Fleet of New Antioch is ambushed and destroyed by the Heretic fleet. The wreckage washes ashore along the Levant, creating the Carcass Front. Achish, the Lord of the Sixty-Six, launches the Eighth Siege of New Antioch even as he strikes at the Iron Sultanate, aiming to divide and destroy the armies of the Faithful. The Duke of New Antioch falls in battle, but a hastily assembled relief force eventually defeats the Heretic armies.

1907: The construction of the Moving Fortress of Britannia is completed.

1910: The Battle of Córdoba results in a bloody stalemate. Heretic artillery obliterates the ancient city, but their forces fail to gain access to the heartlands of Hispania.

1914: The present day. Both sides are preparing for major offensive operations. Skirmishes and raids intensify across the vast swathes of No Man's Land as the Faithful and the Heretics vie for crucial information, powerful relics, and strategic positions.

A War Unending

The Earth has been cleft in two, as if by a bloodied sword, divided between the Faithful and the Fallen powers of the Inferno. There can never be true peace between them. Though decades may pass while both sides, weary and spent, gather their strength and restore their ranks, the conflict always resumes.

The Principality of New Antioch stands defiant against the Devil's might. Here, Duke Constantine XI commands the armies of the Faithful. On his shoulders rests the fate of the European continent.

From all across Christendom the pious and the mad form Trench Pilgrim Processions in bewildering numbers. These men and women seek to throw themselves against the demonic and heretical forces, desperate to earn salvation through battle.

To the East, behind the protection of the Great Iron Wall, the Sultan marshals his forces as they struggle to hold back the tide of Shaytan.

Opposing the Faithful from the lands under the fiery shadow of Hell come the Lords of the Sixty-Six, scheming towards dominion and the ascension of a new overlord, reflecting the mercurial politics of Inferno on Earth.

Amidst the killing fields, corpses shamble to their feet as the Prince of Decay, Beelzebub, wages his own private war against all life with his Black Grail.

The mortal worshipers of demons and Heretics are bolstered by the armies of the Court of the Seven-Headed Serpent, Hell's foot soldiers. In dark majesty the terrible hunting parties of the Inferno seek to bleed the Earth dry.

Between the warring sides yawns No Man's Land: endless trenchworks, pillboxes and bunkers, ruined villages, towns and cities, pockmarked by devastating artillery, create a landscape of horror, haunted by the ghosts of the fallen. Shattered temples, synagogues, mosques, churches, basilicas, and cathedrals stand in solemn witness to a battle as spiritual as it is physical.

The perils at sea are no less dire, where the Heretic navies dominate their Faithful counterparts. Maintaining vital trade routes demands every ounce of strength from the admirals and captains charged with the nigh-impossible task of contesting the mighty behemoths and submarines of the Heretics. Only in the Mediterranean do the Faithful and the Heretics meet as near equals, locked in a tenuous balance of power.

No part of the world is truly safe from Hell's claws, which reach ever outward to grasp their coveted prize, absolute mastery over Creation.

CORE RULES

The first section of the rulebook is called the Core Rules, and explains how to play Trench Crusade in a quick and easy to use format. The Core Rules are followed by the Comprehensive Rules section, which provides more detailed explanations of the rules and additional information about how they work. If you are using the Core Rules and encounter a situation that you are not sure how to resolve, read the Comprehensive Rules to find the answer. A game of Trench Crusade is divided into Turns, which are split into an Initiative Phase, an Activation Phase, and a Morale Phase.

The Initiative Phase

The player with the lowest number of models in their Warband has the Initiative and can choose to Activate a model first or second. If both players have the same number of models, each player rolls a dice and whoever rolls the highest has the Initiative.

The Activation Phase

When it is your turn to Activate a model, you must choose a model in your Warband that has not yet been Activated and Activate it. Your opponent must then Activate a model, and so on, back and forth until all models have been Activated. A model cannot be Activated more than once per Turn.

ACTIONS

The Activated model can take the following **ACTIONS** once each, in any order you wish:

Move or Charge or Retreat: You can use an ACTION to Move or Charge or Retreat with your model, but not more than one.

- **Move:** You can move your model a number of inches equal to its Movement Characteristic in any direction (no roll is required). Obstacles up to 1” high can be crossed without penalty, and your model can climb sheer surfaces if you first pass a Risky Success Roll. Difficult terrain is crossed at half speed. A Move ACTION cannot be used to move a model within 1” of an enemy model (you must use a Charge Action instead).
- **Charge:** Pick an enemy model that is visible to your model and within 12” of it as the target of the charge. Then roll a dice, add the result to your model’s Movement Characteristic and move it towards the target. If your model finishes its move within 1” of the target, it can Fight (▸ see Fight).
- **Retreat:** You can only move a model that is within 1” of an enemy by taking a Retreat ACTION. A retreating model moves a number of inches equal to its Movement Characteristic in any direction but it must end its retreat move more than 1” away from all enemy models. Your opponent can take a Fight ACTION with 1 Melee Weapon before the retreating model is moved away. If this takes your model Down or Out of Action it is not moved.

Dash: A Dash **ACTION** can be carried out in addition to a Move, Charge or Retreat **ACTION**. You can move your model a number of inches equal to its Movement Characteristic in any direction, but you must take a Risky Success Roll for the model first. If you succeed, your model can move (it cannot charge or retreat). If you fail, the model's Activation ends.

Shoot: You can make a Ranged Attack with your model if it is more than 1" from an enemy and has a Ranged Weapon (▸ see Ranged Attacks). Your model cannot Shoot and take a Charge or Fight **ACTION** in the same Activation, unless it uses a weapon that has the **ASSAULT** Keyword.

Fight: You can make a Melee Attack with your model if it is within 1" of an enemy and has a Melee Weapon (▸ see Melee Attacks).

Other: Some models have other **ACTIONS** they can take during their Activations (▸ see Starting a Warband in Warbands of Trench Crusade)

Success Rolls

Many of the **ACTIONS** you take with a model require a Success Roll to be made. To take a Success Roll, roll two dice, add any **+DICE** or **-DICE** to the roll as described below, pick the two highest (or lowest if any **-DICE** were used), add them together, and consult the table below to see if you have succeeded. The instructions for the task you are carrying out will tell you what happens if you succeed or fail. If you are taking a Risky Success Roll and you fail, the model's Activation is over and your opponent can now Activate one of their models!

Success Table

Roll	Result
2-6	Failure.
7-11	Success.
12+	Critical Success. Add **+1 INJURY DICE** to Ranged or Melee Attacks if you roll a Critical Success.

+Dice and -Dice

Rules often have modifiers to Success Rolls marked as **+DICE** and **-DICE**. These are shown in the format "**+1 DICE**" or "**-1 DICE**".

For each **+DICE**, add 1 dice to the Success Roll. Then roll all the dice and pick the 2 highest rolls. For example, **+1 DICE** means you roll 3 dice and pick the 2 highest. If **+2 DICE** are added, roll 4 dice and pick the 2 highest, and so on.

The **-DICE** works in reverse. For each **-DICE**, add 1 dice to the Success Roll and pick the 2 lowest numbers. For example, **-1 DICE** means you roll 3 dice and pick the 2 lowest.

If both **+DICE** and **-DICE** are added to the same Success Roll, remove pairs of **+DICE** and **-DICE** until only one type is remaining. For example, if a roll had **+2 DICE** and **-1 DICE**, one of the **+1 DICE** and the **-1 DICE** would be removed, leaving **+1 DICE** to be added to the roll.

COMBAT

Combat is divided into Ranged Attacks and Melee Attacks. Ranged Attacks are carried out when you take a Shoot **ACTION** with a model, and Melee Attacks when you take a Fight **ACTION** with a model.

RANGED ATTACKS

1. Choose a Ranged Weapon and then pick a target that is visible to your model and in range of the weapon.
2. Take a Success Roll for the attacking model.
3. If the roll is a Failure, the attack misses and has no effect. If the roll is a Success it hits, so make an Injury Roll roll for the target. Add **+1 INJURY DICE** if the attack was a Critical Success.

SHOOTING INTO MELEE

If a target is within 1" of any friendly models, roll a dice to determine who is attacked: on a 1 – 3 you must target a friendly model; on a 4 – 6 you can target an enemy model. Take a Success Roll as normal once the target has been determined.

RANGED ATTACK MODIFIERS

Shooting from an elevated position: Add +1 DICE if the attacking model is at least 3" higher than the target.

Cover: Add -1 DICE if the target is in cover. A model is in cover if it is in contact with a terrain piece that is at least ½" high and as wide as its base, and the terrain piece lies between it and the attacking model.

Long Range: Add -1 DICE if the range to the target is more than half of the weapon's maximum range.

MELEE ATTACKS

1. Choose a Melee Weapon and pick a target within 1" of your model.
2. Take a Success Roll for the attacking model.
3. If the roll is a Failure, the attack misses and has no effect. If the roll is a Success it hits, so make an Injury Roll roll for the target. Add +1 **INJURY DICE** if the attack was a Critical Success.

MELEE ATTACK MODIFIERS

The following modifiers are cumulative:

Multiple Melee Weapons: If your model is armed with two Melee Weapons, it may attack with both, one after the other in the order of your choice. Add **-1 DICE** for the second attack.

Fear: Add **-1 DICE** if your opponent has the **FEAR** Keyword. If both models cause **FEAR** the effect is cancelled out.

Defended Obstacle: Add **-1 DICE** if the target is in cover. A model is in cover if it is in contact with a terrain piece that is at least ½" high and as wide as its base, and the terrain piece lies between it and the attacking model.

Diving Charge: A model may attempt a Diving Charge against enemy models that are at least 3" below it. Take a Risky Success Roll for the model. If the roll is a Failure the model is taken Down, and a Falling Injury Roll must then be taken for the model (▸ see Falling). If the roll is a Success, you do not have to take a Falling Injury Roll for the model, and you can add **+1 DICE** to the next Melee Attack that the model makes.

Falling

When a model Jumps, Dives, or Falls 3" or more, there is a chance it will be injured. To see if this happens, make an Injury Roll for the model, and add **+1 INJURY DICE** for every 3" that the model fell.

Injury Rolls

To make an Injury Roll, roll two dice and add any **+INJURY DICE** or **-INJURY DICE** to the roll. **+/-INJURY DICE** work in the same way as **+/-DICE** but modify Injury Rolls instead of Success Rolls.

Pick the two highest dice (or lowest if any **-INJURY DICE** were used). Any **INJURY MODIFIERS** that apply are then added to the roll, and the modified roll is looked up on the table below:

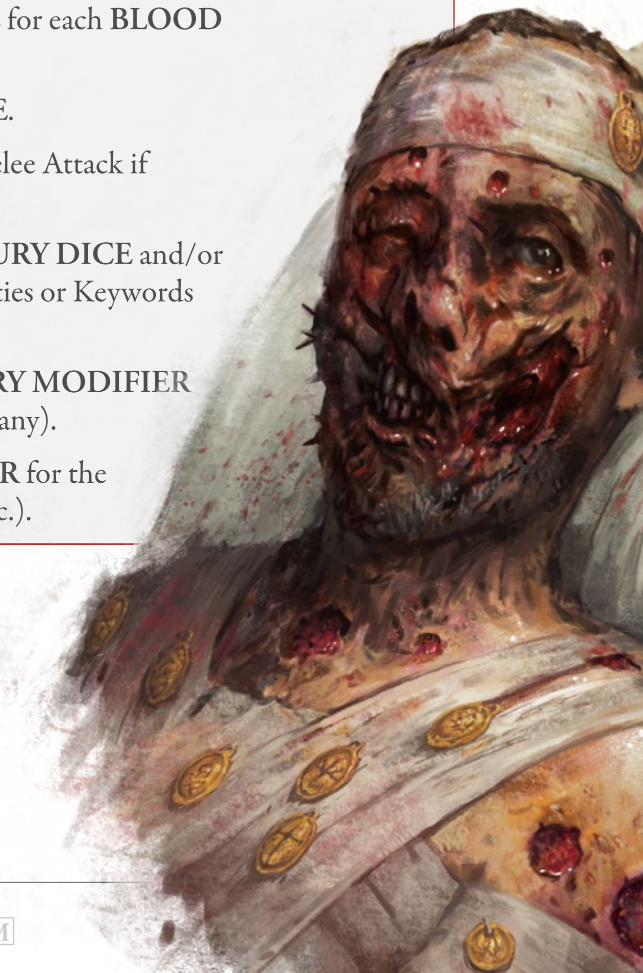
Injury Table

Roll	Result
1 or less	No Effect. The model is unharmed, and the injury has no effect.
2-6	Minor Hit. Place 1 **BLOOD MARKER** next to the model.
7-8	Down. Place 1 **BLOOD MARKER** next to the model and mark them as being Down (► see below). If the model is already Down, place 2 **BLOOD MARKERS** next to the model instead of 1.
9+	Out of Action. The model has been seriously injured or killed and is removed from play.

Injury Roll and Result Modifiers

The following modifiers are cumulative. The maximum **-INJURY MODIFIER** cannot be more than -3 in total.

- Blessing Markers: Add **-1 INJURY DICE** for each **BLESSING MARKER** that is spent.
- Blood Markers: Add **+1 INJURY DICE** for each **BLOOD MARKER** that is spent.
- Critical Success: Add **+1 INJURY DICE**.
- Down: Add **+1 INJURY DICE** for a Melee Attack if the target is Down.
- Abilities or Keywords: Add any **+/-INJURY DICE** and/or any **+/-INJURY MODIFIERS** for abilities or Keywords that apply to the Injury Roll.
- Armour Characteristic: Add the **-INJURY MODIFIER** of the model's Armour Characteristic (if any).
- Battlekit: Add the **-INJURY MODIFIER** for the model's Battlekit (e.g. Armour, Shield, etc.).



BLOOD MARKERS

During a battle your warriors can be wounded. Wounds are tracked with **BLOOD MARKERS**. A model cannot have more than **6 BLOOD MARKERS** at any one time. We recommend using a red dice to keep track of the number of **BLOOD MARKERS** on a model.

Each time one of your models suffers a wound, place a **BLOOD MARKER** next to it. When you make a Success Roll for the model, your opponent may choose to spend one or more **BLOOD MARKERS** to add **-1 DICE**.

In addition, each time your opponent makes an Injury Roll for the model, they may choose to spend one or more **BLOOD MARKERS** to add **+1 INJURY DICE**, making a serious injury far more likely.

BLOODBATH ROLLS

When you make an Injury Roll for an enemy model, you can spend **6 BLOOD MARKERS** (or **3 BLOOD MARKERS** if the target is Down) to convert the Injury Roll to a Bloodbath Roll. To make a Bloodbath Roll, roll 3 dice and add all three of them together, and then look up the roll on the Injury Table.

BLESSING MARKERS

BLESSING MARKERS are similar to **BLOOD MARKERS**, but specifically aid Success Rolls for the model.

Each time one of your models receives a blessing, place a **BLESSING MARKER** next to it. When you take a Success Roll for the model, you may choose to spend one or more **BLESSING MARKERS** to add **+1 DICE**, and each time an Injury Roll is made for the model you may spend one or more **BLESSING MARKERS** to add **-1 INJURY DICE**.

DOWN RESULTS

You can show that a model is Down by placing the model on its side. The following rules apply to a model that is Down:

- If a model is taken Down during its Activation, its Activation ends immediately.
- Add **-1 DICE** to any rolls you take for a model that is Down.
- Add **+1 INJURY DICE** for a Melee Attack if the target is Down.
- Until a model that is Down stands back up, it cannot be moved for any reason unless it falls (▸ see Falling).
- A model that is Down stands back up when it is next Activated. However, its Movement Characteristic is halved for the rest of the Activation (including the bonus for charging).

ENDING THE ACTIVATION PHASE

Once you have taken any and all **ACTIONS** you wish, or have failed a Risky Success Roll, your model's Activation ends. Your opponent can now Activate one of their models. The players then alternate Activating models in this fashion until one player runs out of models to Activate. Their opponent can then Activate their remaining models one after the other until they have all been Activated, then proceed to the Morale Phase.

AD

The Morale Phase

In the Morale Phase, if half the models in your Warband are Down or Out of Action (rounded up), you must make a Success Roll. If the roll is a Success, your Warband carries on normally. If the roll is a Failure, your Warband becomes Shaken.

SHAKEN WARBANDS

All Success Rolls made for a Shaken Warband are treated as Risky Success Rolls. In the Morale Phase at the end of the next Turn you must make another Success Roll for your Warband, even if less than half its models are Down or Out of Action. If you succeed, your Warband is no longer Shaken (though it may become so again if you fail a Morale check in a future turn). However, if you fail your Warband flees, and you immediately lose the game!

ENDING THE TURN

After the Morale Phase the Turn ends and a new one begins.

COMPREHENSIVE RULES

The Comprehensive Rules section of the Trench Crusade rulebook expands on the Core Rules. It explains the rules in greater depth, adds additional rules, and provides examples of how the rules function, but does not alter the Core Rules in any way. The Comprehensive Rules are followed by supplemental sections that explain how to create a Warband and scenarios that will allow you to play a wide variety of different sorts of Trench Crusade games.

What You Need To Play

PLAYERS

That's you and your opponent! The following rules are written assuming the game is played between two players. ▸ If you want to play games with more than two players, you can find scenarios on the Trench Crusade website at *www.trenchcrusade.com*

WARBANDS & MODELS

Each player commands a Warband, which typically consists of 6-20 models (▸ see Starting a Warband in Warbands of Trench Crusade). While there is no ironclad rule on which models you should use, we recommend you use the Trench Crusade range for obvious reasons. However, if you prefer to use other models, do not worry – Witchburners will not be dispatched to cleanse you for your lack of purity!

Friendly & Enemy Models

The models in your Warband are referred to as "friendly models" in the rules, while those in your opponent's Warband are referred to as "enemy models". If a rule that applies to a model (or to a piece of Battlekit carried by a model) says "you" can do something with it, it refers to the player commanding the Warband that the model is part of. Similarly, you "take a roll" for your own models, and "make a roll" against your opponent's models.

Profiles

Each model in your Warband has a Profile which describes its effectiveness in combat and the Weapons it is armed with (▸ see Profiles).

BATTLEFIELD

You will also need a gaming surface to play on, which is referred to as "the battlefield" in the following rules. Most games can be played on a typical kitchen table, as long as it is at least 30" wide. Some games will require a larger battlefield: 36" x 36" or 48" x 48" is the ideal size for these.

You can find more information on how to set up the battlefield and when you may need more space in the Scenarios section (▸ see Scenarios).

TERRAIN

Terrain is also necessary, and the more you have, the better! Trench Crusade is a game of position and tactics, so different types of elevation, cover, and varied terrain pieces, will all help to enhance your games. You can find rules for setting up the terrain for a game in the Terrain section (▸ see Trench Crusade Terrain).

TAPE MEASURE OR RULER

To measure distances, you will need a tape measure or ruler. Trench Crusade uses the Imperial measurement system, meaning all measurements are in inches, so make sure your measuring tool reflects this.

DICE (D6S & D3S)

Each player will need several 6-sided dice, referred to as “D6s” in the following rules. They are used to determine if a task being carried out by a model, like making an attack or leaping across a gap between two buildings, is carried out successfully (▸ see Actions).

D3 Rolls

Occasionally, you will be asked to roll a “D3”. To do so, roll a D6 and halve the result, rounding up: a 1 or 2 = 1, a 3 or 4 = 2, and a 5 or 6 = 3.

SCENARIO

Finally, you will need to pick a scenario for the game you are about to play. The scenario tells you how to set up the terrain for the game, where to deploy your Warbands, how many Turns the game will last, and how the winner of the game is determined. If this is your first game, we recommend using Scenario 1: Claim No Man’s Land (▸ see Claim No Man's Land).

Core Concepts

This section of the rules explains the essential principles that govern how a game of Trench Crusade is played.

KEYWORDS

Some words in the rules are written in **CAPITAL LETTERS**, such as **ACTION** or **BLOOD MARKER**. These words are called Keywords, and they define the core abilities, rules, troop types, and damage categories in the game. A glossary of all of the Keywords used in the game can be found below (▸ see Keywords Glossary).

SUCCESS ROLLS

During a game of Trench Crusade, you will often have to take a Success Roll for a model and look up the result on the Success Roll table to see if the model has carried out a task successfully. For example, if you want a model to make a Ranged Attack, you must take a Success Roll for the model to see if the attack hits the target, and so on.

The rules say when you have to take a Success Roll, and what the result of the Success Roll means. For example, if the Success Roll for a Ranged Attack is a Failure, the attack misses the target. If it is a Success, the attack hits and you make an Injury Roll for the target. If it is a Critical Success, the attack hits and you make an Injury Roll for the target with **+1 INJURY DICE**.

Success Roll Procedure

To take a Success Roll for a model, carry out the following steps:

1. Take 2 D6.
2. Add any **+DICE** or **-DICE** (▸ see “Combining **+DICE** and **-DICE**”).
3. Roll all of the dice.
4. Pick the 2 highest dice if any **+DICE** were added to the roll, or the 2 lowest if any **-DICE** were added to the roll.
5. Add the 2 dice together and then look up the roll on the Success Roll Table.

SUCCESS ROLL TABLE

Roll	Result
2-6	Failure. The roll is a Failure.
7-11	Success. The roll is a Success.
12+	Critical Success. The roll is a Critical Success.

Risky Success Rolls

Sometimes you will be called on to take a Risky Success Roll for a model. A Risky Success Roll is taken in exactly the same way as a normal Success Roll. However, if the roll is failed the model’s Activation immediately ends (▸ see Activation Phase). If a rule applies to a Success Roll, then it applies in the same way to a Risky Success Roll. If a model takes a Risky Success Roll as part of an **ACTION** outside of that model’s Activation and the roll is a Failure, that **ACTION** immediately ends.

+DICE AND -DICE

The rules often require you to add extra dice to a roll. These are shown in the format "**+1 DICE**" or "**-1 DICE**" (for example, shooting from elevated positions adds **+1 DICE** to Ranged Attacks against enemies).

+DICE: For each **+DICE**, add 1 dice to the Success Roll. Then roll all the dice and pick the 2 highest rolls. For example, **+1 DICE** means you roll 3 dice and pick the 2 highest. If **+2 DICE** were added, you would roll 4 dice and pick the 2 highest, and so on.

-DICE: The **-DICE** works in reverse, so for each **-1 DICE**, add 1 dice to the Success Roll and pick the 2 lowest rolls. For example, **-1 DICE** means you roll 3 dice and pick the 2 lowest. If **-2 DICE** were added, you would roll 4 dice and pick the 2 lowest, and so on.

Combining +DICE and -DICE

If both **+DICE** and **-DICE** are added to the same Success Roll, remove pairs of **+DICE** and **-DICE** until only one type is remaining. For example, if two **+DICE** and one **-DICE** were added to the same Success Roll, one **+DICE** would cancel out the **-DICE**, leaving a single **+DICE** to modify the roll.

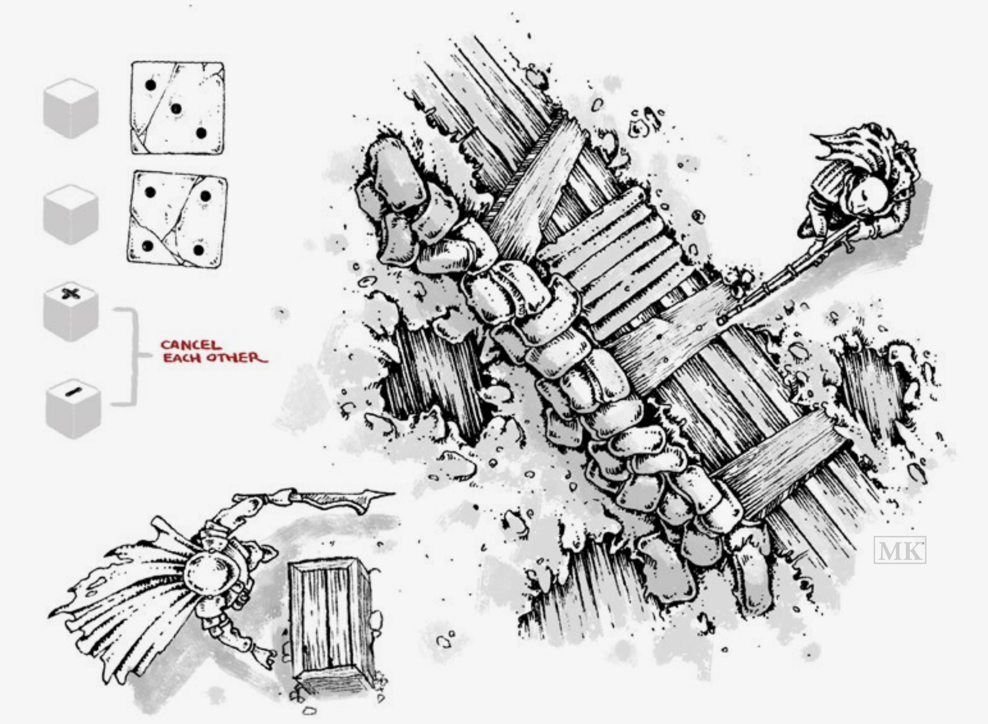
Injury Dice

The rules will sometimes refer to **+/- INJURY DICE**. These work in the same way as +/- **DICE** except that they add dice to an Injury Roll rather than a Success Roll (▸ see Injury Rolls).

Dice & Injury Dice

Note that if a model or piece of Battlekit has the **+/- DICE** Keyword, then the Keyword only applies to Success Rolls, not to Injury Rolls. By the same token, if a model or piece of Battlekit has the **+/- INJURY DICE** Keyword, then the Keyword only applies to Injury Rolls and not to Success Rolls.

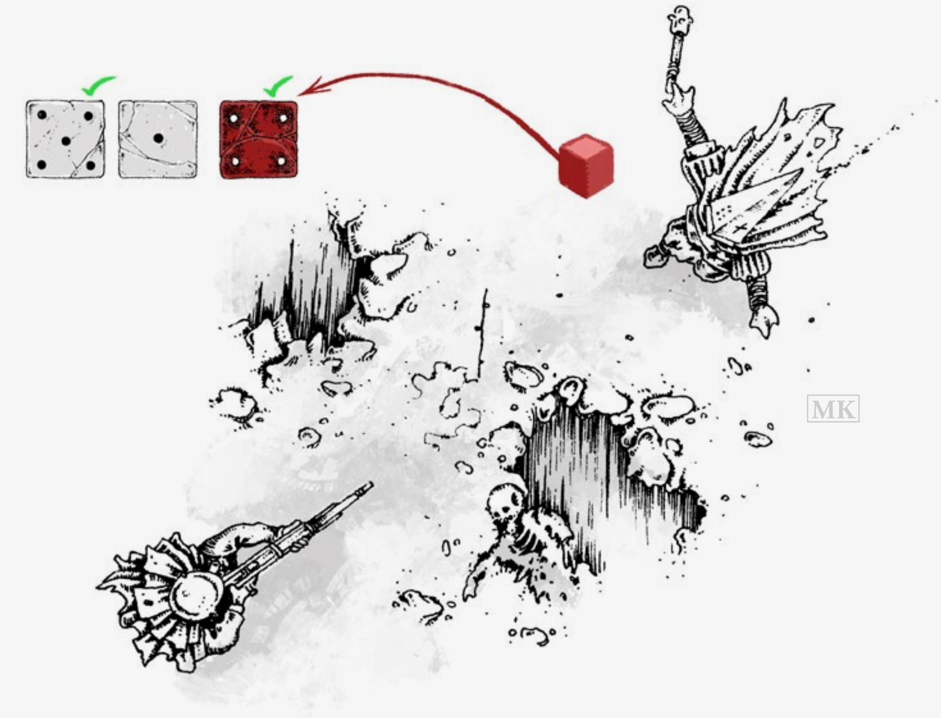
Gameplay example: A Success Roll is taken by a Trench Pilgrim to see if a Ranged Attack they are making with their Bolt-Action Rifle hits a Heretic model. The Heretic is in Cover, which adds **-1 DICE** to the Success Rolls for the Trench Pilgrim's Ranged Attack. No other modifiers apply to the attack. 3 dice are rolled for the attack, and come up 5, 5 and 1. The two lowest rolls are picked (a 5 and the 1) giving a Success Roll of 6. The Success Roll has failed and so the Trench Pilgrim's shot misses!



A Heretic Trooper model with **+1 DICE** *bonus for Ranged Attack shoots at a Pilgrim model in cover. The* **-1 DICE** *penalty and the* **+1 DICE** *bonus cancel each other out, so the Heretic player simply rolls 2 dice. The result is 4 and 3, for a total of 7. The shot hits!*

BLOOD MARKERS

During a battle, your warriors can be wounded due to enemy attacks, the use of supernatural powers, falling from great heights, and so on. In Trench Crusade, injuries are represented using **BLOOD MARKERS**. In addition to physical injuries, **BLOOD MARKERS** can represent exhaustion, concussion, shellshock, mental strain, and so on.



A Trench Pilgrim has sustained a wound during the battle and has a **BLOOD MARKER***. A Heretic Trooper shoots at the Pilgrim with a bolt action rifle, rolls an 8 and hits! The Heretic player decides to use the* **BLOOD MARKER** *to make the shot more likely to injure. The Heretic player rolls 3D6 (2D6* **+1 INJURY DICE** *from the spent marker) and consults the Injury Chart. The roll is 5, 1 and 4. Since one* **+1 INJURY DICE** *was used, the player picks the two highest numbers which total 9. The Pilgrim is taken out of action!*

Placing Blood Markers

Each time one of your models suffers a wound, place a **BLOOD MARKER** next to it. A model cannot have more than **6 BLOOD MARKERS** at any time. When a model gets to this point, ignore any instructions to place more **BLOOD MARKERS** next to it until there are less than 6.

Spending Blood Markers

Every time you take a Success Roll for a friendly model that has **BLOOD MARKERS**, your opponent can declare that they are spending one or more of them, removing the model's **BLOOD MARKERS** as they are spent. For each **BLOOD MARKER** that is spent, add **-1 DICE** to the Success Roll. For example, if you were making a Success Roll for a model that had **3 BLOOD MARKERS**, then the opposing player could choose to spend 1, 2, or all 3 of the **BLOOD MARKERS** to add -1, -2, or **-3 DICE** to the Success Roll.

Alternatively, when your opponent makes an Injury Roll for a model from your Warband that has **BLOOD MARKERS**, they can declare that they are spending one or more of them, removing the model's **BLOOD MARKERS** as they are spent. For each **BLOOD MARKER** that is spent, add **+1 INJURY DICE** to the Injury Roll, making a serious injury far more likely (▸ see Injury Rolls).

BLESSING MARKERS

BLESSING MARKERS work in a similar way to **BLOOD MARKERS**. Supernatural powers, holy relics, and other sources may grant these to a model.

Placing Blessing Markers

Each time one of your models receives a blessing, place a **BLESSING MARKER** next to it. A model cannot have more than **6 BLESSING MARKERS** at any time. When a model gets to this point, ignore any instructions to place more **BLESSING MARKERS** next to it until there are less than 6.

Spending Blessing Markers

Every time you take a Success Roll for a friendly model that has **BLESSING MARKERS**, you can declare that you are spending one or more of them, removing the model's **BLESSING MARKERS** as they are spent. For each **BLESSING MARKER** that is spent, add **+1 DICE** to the Success Roll.

Alternatively, when your opponent makes an Injury Roll for a model from your Warband that has **BLESSING MARKERS**, you can declare that you are spending one or more of them, removing the model's **BLESSING MARKERS** as they are spent. For each **BLESSING MARKER** that is spent, add **-1 INJURY DICE** to the Injury Roll, making a serious injury far less likely.

Tracking Blood & Blessing Markers

You can keep track of the number of **BLOOD MARKERS** or **BLESSING MARKERS** a model has by placing a suitably coloured D6 next to the model. Use the pip number on the D6 to indicate the number of **MARKERS** that have been added to the model.

Alternatively, you can keep track of them by using cardboard counters or wooden cubes. For example, you could use a red dice or red cubes for keeping track of **BLOOD MARKERS**, and a yellow dice or yellow cubes for keeping track of **BLESSING MARKERS**.

PROFILES

Every model has a Profile that defines its effectiveness in the game. In addition, Battlekit Profiles cover the Weapons, Armour, and Equipment that a model can carry. Below, you will find examples of a model Profile and a Battlekit Profile. A detailed explanation of the model Profile is provided in the Starting a Warband (▸ see Starting a Warband in Warbands of Trench Crusade), and the Battlekit Profile is explained in the Battlekit section (▸ see Battlekit).

Azebs - Cost: 25

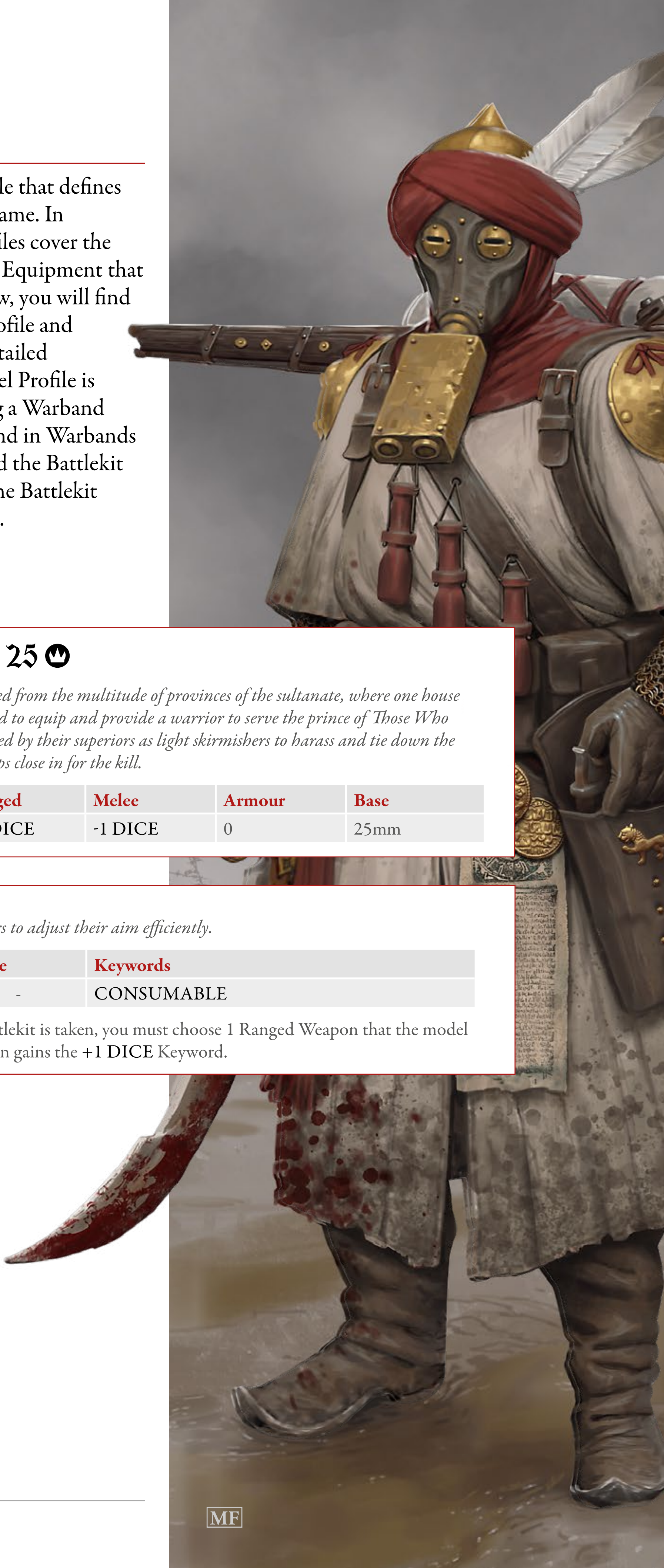
Azebs are soldiers recruited from the multitude of provinces of the sultanate, where one house in every twenty is required to equip and provide a warrior to serve the prince of Those Who Believe. They are often used by their superiors as light skirmishers to harass and tie down the enemy while heavier troops close in for the kill.

Movement	Ranged	Melee	Armour	Base
6”/Infantry	+0 DICE	-1 DICE	0	25mm

Tracer Bullets
Tracer bullets allow soldiers to adjust their aim efficiently.

Type	Range	Keywords
Equipment	-	CONSUMABLE

✠ Tracers: When this Battlekit is taken, you must choose 1 Ranged Weapon that the model already has. The Weapon gains the +1 DICE Keyword.



Other Rules Principles

FRACTIONS

In all cases where the rules refer to fractions, retain any fractions if the value being modified is a distance, such as the range of a Weapon or the move of a model. In all other cases, round up to the nearest whole number.

MEASURING DISTANCES

When measuring to or from a model or terrain piece, always measure from its base. If the model or terrain piece doesn't have a base, measure to the nearest part of the model. Something is 'within' a certain distance of another thing, if the distance between the nearest points of the two things is equal to or less than the stated distance.

In Contact

Two models are in contact if any part of the models and/or their bases are in contact. A model is in contact with a terrain piece if any part of the model and/or its base is in contact with the terrain piece.

Within

Something is within a certain distance of another thing if the distance between the nearest points of the two things is equal to or less than the stated distance. For example, if the distance between a model and a piece of terrain was 12", then the model and the piece of terrain are within 12" of each other.

LINE OF SIGHT

You will often need to check to see if a model has a "Line of Sight" to another model or terrain piece. If you are unsure whether a model has a Line of Sight to a target, stoop down and take a look from behind the attacking model and check if it can see any part of the target model (do not count the target's base, its hands or feet, or anything that is carried by or attached to the target such as a weapon or banner), or any part of a target terrain piece. Models can see all around (i.e. 360°) and they may be pivoted to face any direction before the Line of Sight is checked.

Partial Line of Sight

A model that has a Line of Sight to a model is said to have a partial Line of Sight if it can draw a Line of Sight to part of the target model but not all of it.

POINTS ON THE BATTLEFIELD OR TERRAIN PIECES

You may also need to check Line of Sight to a point on the battlefield or on a terrain piece. When this is the case, the point is considered to be 1mm across and 1mm high, and you have a Line of Sight to it if you can see any part of it.

MODEL ACCURACY

When it comes to ensuring the models in your game match their stated size and actual equipment, weapons, and armour, we recommend the following maxim: **"Be strict with yourself but lenient with others".**

MODEL PLACEMENT

When you set up or move a model, it cannot be set up with its base overlapping Impassable terrain or the base of another model. You can set up a model so that part of its base is on the battlefield or in terrain and the rest of its base is "in the air", as long as more than half of the model's base is on the battlefield or in terrain. With your opponent's permission you can place it in a safe location nearby so that there is no risk of it falling over and being damaged (it will still count as being at the location for all other purposes).

Deployment & Redeployment

Some rules may ask you to deploy or redeploy a model. When you do so, set up the model as described above. Redeploying a model is not treated as a move.

PRE-MEASURING

Unless the rules specifically tell you otherwise, you are allowed to measure distances at any time. For example, you can measure to see if you are in range for shooting, charging, and so on.

RE-ROLLS

Some rules refer to re-rolls. To make a re-roll, roll the dice used for the roll again. You cannot re-roll a dice more than once. If the rules allow you to re-roll an XD6 roll (i.e. 2D6, 3D6 etc), you must re-roll all of the dice used for the roll.

ROLLING OFF

Sometimes a rule may require the players to "roll-off ". To roll-off, each player rolls a D6, and whoever rolls highest wins. You cannot re-roll or modify the dice in a roll-off unless the roll is a tie, in which case the players must take the roll-off again.

Game Turns

A game of Trench Crusade is divided into Turns. The scenario being used for the game will explain how many Turns the game will last and how the winner is determined once the game is over.

THE SEQUENCE OF PLAY

A Trench Crusade Turn is split into the following phases:

1. Initiative Phase: Determine which player has the Initiative and then carry out any “start of Turn” tasks.
2. Activation Phase: The players alternate Activating their models, one at a time, until all of the models in both Warbands have been Activated once each.
3. Morale Phase: A player must take a Morale Check if at least half their models are Down or Out of Action. A player loses the game if they fail a Morale Check two Turns in a row. Then the players carry out end of Turn tasks and a new Turn begins.

1. Initiative Phase

At the beginning of each Turn, you must determine which player has the Initiative for the Turn and then carry out any start of Turn tasks. The player with the Initiative chooses which player will carry out the first Activation in the Activation Phase.

Determining the Initiative

To determine which player has the Initiative, count up the number of models in each Warband that are currently on the battlefield. Do not count models that are Down or Out of Action when determining which player has the least models. The player with the fewest number of models has the Initiative for the rest of the Turn. If both players have the same number of models, they roll-off and the winner has the Initiative for the rest of the Turn.

Start of Turn Tasks

Some rules require the players to do things at “the start of the Turn”. These are referred to as start of Turn tasks. If more than one start of Turn task needs to be carried out, the player who has the Initiative determines the order in which they are carried out.

Simultaneous Activities

If two things happen at the same time, the player who has the Initiative determines the order in which they are performed.

2. Activation Phase

During the Activation Phase, the players alternate Activating their models one at a time until both players have Activated all their models once each. The player with the Initiative chooses which player Activates a model first.

Carrying Out Activations

When it is your turn to Activate a model, you can choose to Activate any model in your Warband that has not yet been Activated. You can then take **ACTIONS** with the Activated model as explained below.

When your model's Activation is over, your opponent can Activate one of their models. If one player runs out of models to Activate, their opponent Activates their remaining models one after the other until all of their models have been Activated. Play then proceeds to the Morale Phase.

You may wish to indicate that a model has been Activated by placing a small marker beside it. In the heat of battle, it is all too easy to forget if a model has had an Activation or not!

ACTIONS

When you Activate a model, you can take one or more ACTIONS with the model. You can take the ACTIONS in any order you choose. However, each type of ACTION can only be taken once per Activation unless otherwise stated in the rules. For example, you could Shoot, then Move, and then Dash with a model during its Activation, or Dash, then Charge, and then Fight, but you could not Shoot, then Dash, and then Shoot again.

Common Actions

Common ACTIONS that all models can take are listed below. In addition to these, some models can take ACTIONS that are described in their Warband Entry or in the special rules for a piece of Battlekit or a Campaign Skill that the model has. These ACTIONS can be taken when the model is Activated in addition to any of the common ACTIONS listed below, but each can still only be taken once per Activation.

- **Move *or* Charge *or* Retreat:** You can take one of the following ACTIONS with a model:
  - **Move:** You can move your model a number of inches up to its Movement Characteristic in any direction (▸ see Moves). A Move ACTION cannot be used to move a model within 1” of an enemy model (you must use a Charge ACTION instead.
  - **Charge:** Pick an enemy model that is in the Line of Sight of your model and within 12” of it as the target of the charge. Then roll a dice, add the roll to your model’s Movement Characteristic, and move your model towards the target (▸ see Charging). You cannot take a Charge ACTION with a model that is already within 1” of an enemy model. A model cannot take a Shoot ACTION and a Charge or Fight ACTION in the same Activation unless it uses a Weapon that has the ASSAULT Keyword.
  - **Retreat:** A Retreat is a special type of move that is used when a model is within 1” of an enemy model and wishes to move away (▸ see Retreating).
- **Dash:** You can move your model a number of inches up to to its Movement Characteristic in any direction (▸ see Moves), but you must take a Risky Success Roll for the model first. If you succeed you can move with the model (it cannot charge or retreat); if you fail, the model’s Activation ends. A Dash can be carried out in addition to, and either before or after a Move, Charge, or Retreat ACTION. For example, a model could Dash, then Shoot, and then Move.
- **Shoot:** This ACTION allows you to make a Ranged Attack with the model (▸ see Ranged Attacks).
- **Fight:** This ACTION allows you to make a Melee Attack with the model (▸ see Melee Attacks).

Movement

A Move, Charge, Retreat, or Dash **ACTION** allows you to pick up one of your models and move it across the battlefield. The move is carried out in the same way for a Move or Dash **ACTION**, except that you must take a Risky Success Roll before moving the model when you take a Dash **ACTION**. Charge and retreat moves are carried out in a similar way to a normal move, but in both cases additional rules apply to the way that the move is carried out.

Move and move

Note that when we say Move with a capital "M" we are referring to a Move **ACTION**. When we say move with a lowercase "m" we are referring to the process of moving your model.

MOVES

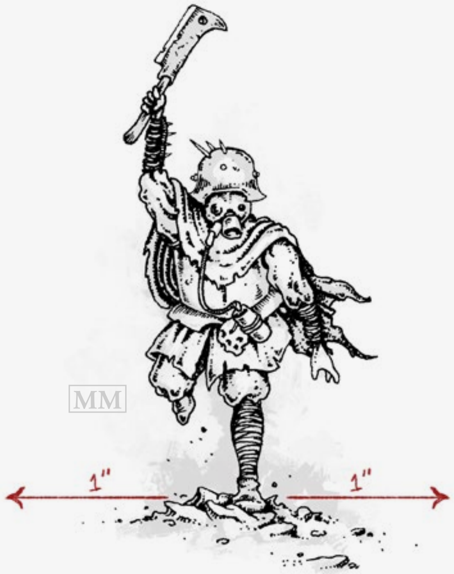
To move a model, pick it up and move it along a path across the battlefield or terrain. The length of the path cannot be longer than the model's Movement Characteristic unless otherwise specified. You can move the model in any direction or combination of directions, and you can pivot the model freely to face in any direction as you move it, as long as the path along which it travels is not longer than its Movement Characteristic. In addition, when you move a model, the following rules apply:

- A model can only move across a friendly model if it has enough movement to move past them entirely.
- A model can only move off the battlefield if a rule states explicitly that it is allowed to do so.
- A model can only move within 1" of enemy models if it charges (▸ see Charging).
- A model that starts a move within 1" of enemy models can only move if:
  - It remains within 1" of every enemy model that it started within 1" of throughout the entire move,

    or
  - It retreats (▸ see Retreating).
- At the end of the move, no part of the model's base can finish further from its starting position than a number of inches equal to its Movement Characteristic.

CHARGING

Taking a Charge **ACTION** with a model allows you to make a special type of move, called a charge, that is used to bring a model within 1" of an enemy model.



You can only move within 1" of an enemy model (measured from the base of each model) by taking a Charge **ACTION**. *This applies to all enemy models, including those that are down or enemy models that are already within 1" of a different friendly model.*

Declare Charge

After you take a Charge **ACTION** with a model, you must pick an enemy model that is visible to your model and within 12" of it as the target of the charge.

Interposing Enemy Models

You cannot choose an enemy model as the target of a charge if the route it would have to take to reach the target would pass within 1" of a different enemy model before the charging model was within 1" of its target. In such a situation, you must choose the interposing enemy model as the target of the charge, or not make the charge at all.

Charge Bonus

After you have selected the target, roll a D6 and add the roll to the charging model's Movement Characteristic, up to a maximum Movement Characteristic of 12". The D6 roll is referred to as the model's Charge Bonus.

Charge Moves

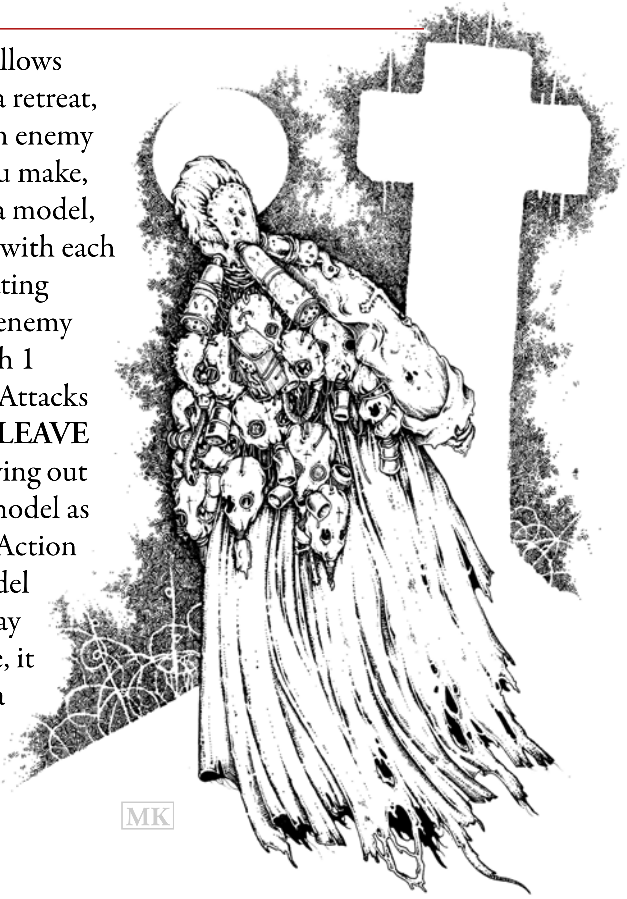
After determining the Charge Bonus, move the charging model toward the target. When you make a charge move with a model, the following additional rules apply to the move:

- The model must move by the shortest route available that takes it directly towards the target.
- Climbing, Jumping, Jumping Down or moving through Dangerous terrain is optional during a charge, as long as the route you use to avoid the obstacles is as short as possible.
- The model must stop as soon as it moves into contact with the target, unless carrying on with its move allows it to stay in contact with the target and finish within 1" of any other enemy models.

If after completing the move the charging model is within 1" of the target, the charging model is considered to have successfully completed the charge. If the charging model does not reach its target, the charge is considered to have failed, but the charging model must remain where it was after the charge move was completed. Note that completing a charge does not automatically allow you to Fight – to make a Melee Attack after a charge you will need to take a Fight **ACTION** with the model, assuming it is allowed to do so.

RETREATING

Taking a Retreat **ACTION** with a model allows you to make a special type of move, called a retreat, that is used when a model is within 1" of an enemy model and wishes to move away. Before you make, or are forced to make, a retreat move with a model, your opponent can take a Fight **ACTION** with each enemy model that is within 1" of the retreating model. When a model attacks a retreating enemy model, it can only make 1 melee attack with 1 weapon (it cannot use the Multiple Melee Attacks rule, but if the attacking weapon has the **CLEAVE** (X) Keyword it will still apply). After carrying out the attack(s) you can move the retreating model as long as it did not suffer a Down or Out of Action result (▸ see Injury Rolls). A retreating model must end its retreat move more than 1" away from all enemy models. If this is impossible, it cannot move at all. Note that redeploying a model does not count as a retreat move.



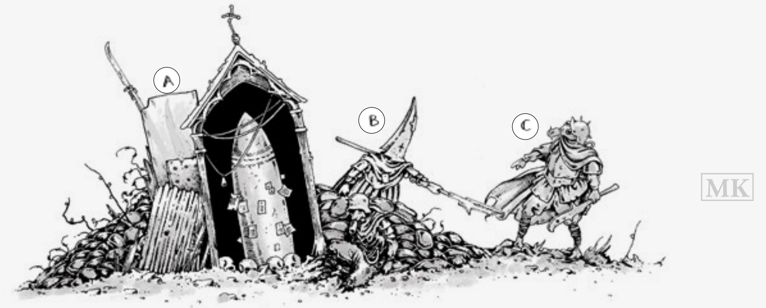
TERRAIN

The terrain on a Trench Crusade battlefield is represented by scenic models called terrain pieces (▸ see Trench Crusade Terrain).

Terrain Types

At the start of the game of Trench Crusade, the players must agree on what type of terrain each terrain piece represents. There are four types of terrain in Trench Crusade: Open, Difficult, Dangerous, and Impassable. Terrain can be both Difficult and Dangerous. The players will also need to agree on the boundary of each terrain piece so that they will be easily able to tell if a model has moved into it, and decide which surfaces on a terrain piece can be climbed or jumped from.

- **Open:** Open terrain includes any area where there is nothing to impede a model, and is the most common terrain in Trench Crusade. Models can be moved freely across Open terrain.
- **Difficult:** Difficult terrain includes rock beds, swamps, craters and so on, and has the **DIFFICULT TERRAIN** Keyword (▸ see **DIFFICULT TERRAIN**).
- **Dangerous:** Dangerous terrain includes barbed wire, minefields, raging fires, areas covered in poisonous gas, and so on, and has the **DANGEROUS TERRAIN** Keyword (▸ see **DANGEROUS TERRAIN**).
- **Impassable:** Impassable terrain includes cliffs, large monuments on which there is nowhere for a model to stand, pools of magma, and so on, and has the **IMPASSABLE TERRAIN** Keyword (▸ see **IMPASSABLE TERRAIN**).
- **Cover:** A model has the **COVER** Keyword from another model if it is on or in contact with a terrain piece that is at least ½" high and at least as wide as its base, and the terrain piece lies between it and the other model in such a way that it partially blocks the Line of Sight between the two models (▸ see Partial Line of Sight).



In this example, the Line of Sight to model A is blocked by the terrain (the bayonet does not count) and therefore the model cannot be seen or attacked. Model B is in cover and there is only a partial line of sight to it, so attacks against the model will suffer -1 **DICE** *penalty. Model C is in the open and gains no protection from any cover.*

Moving into Terrain

A model is said to be "in" a piece of terrain if more than half of its base is within the boundary of that piece of terrain.

CLIMBING & JUMPING

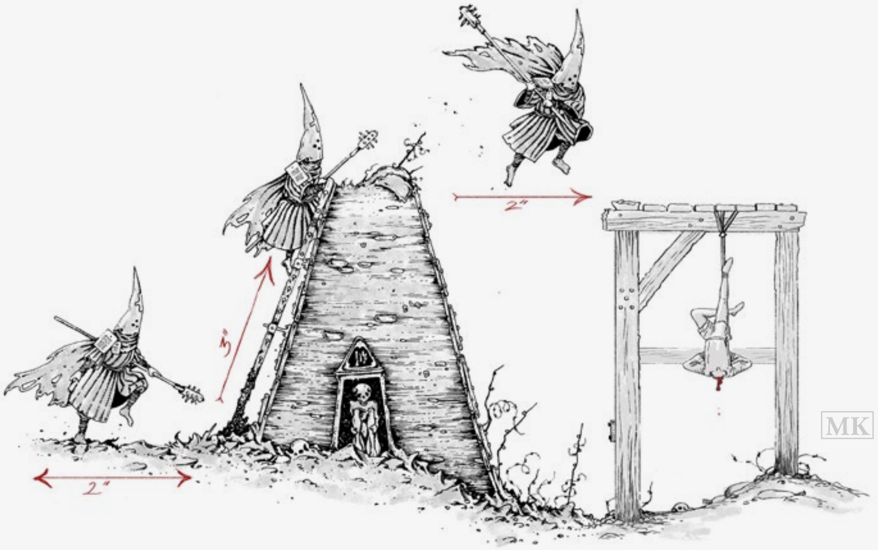
Terrain up to 1” high, Trench Walls up to 3" high - and ladders, ramps, ropes, stairs, and other devices meant for climbing - are treated as Open terrain.
In addition, a model can Climb up sheer surfaces and Jump over gaps as described below.

Climbing Sheer Surfaces

If one of your models moves within 1” of a sheer surface like a wall, you can say it will attempt to Climb up or down it. To do so the model must have enough movement to clear the entire surface it is climbing (i.e. it cannot finish the move halfway up a wall). You must take a Risky Success Roll for the model when it reaches the sheer surface. If the Risky Success Roll is a Success, you can move the model directly up or down so that they are standing at the top or bottom of the sheer surface, and can carry on with its move if it has any movement remaining. If the roll is a Failure, you cannot move the model any further and its Activation ends.

Jumping Over Gaps

You may declare that a model is going to attempt to Jump as part of its move, which allows it to cross a gap that is no wider than half its Movement Characteristic, as long the move up to the gap and the distance that is to be Jumped does not exceed the distance the model can be moved. For example, a model with a Movement Characteristic of 6" could move 3" and then try to Jump over a gap up to 3" wide. Move the model up to the gap and then take a Risky Success Roll for the model. If the roll is a Success, you can move the model to the other side of the gap and carry on with its move if it has any movement remaining. If the roll is a Failure, the model Falls as described below, and its Activation ends (your opponent can choose which side of the gap it Falls from).



In this example, the Trench Pilgrim model first moves moves normally 2", then makes a Risky Success roll to climb 3" via a broken ladder, then takes another Risky Success roll to Dash, and follows up with one more move and takes yet another a Risky Success roll to jump over a gap!

Jumping Between Ledges of Unequal Heights

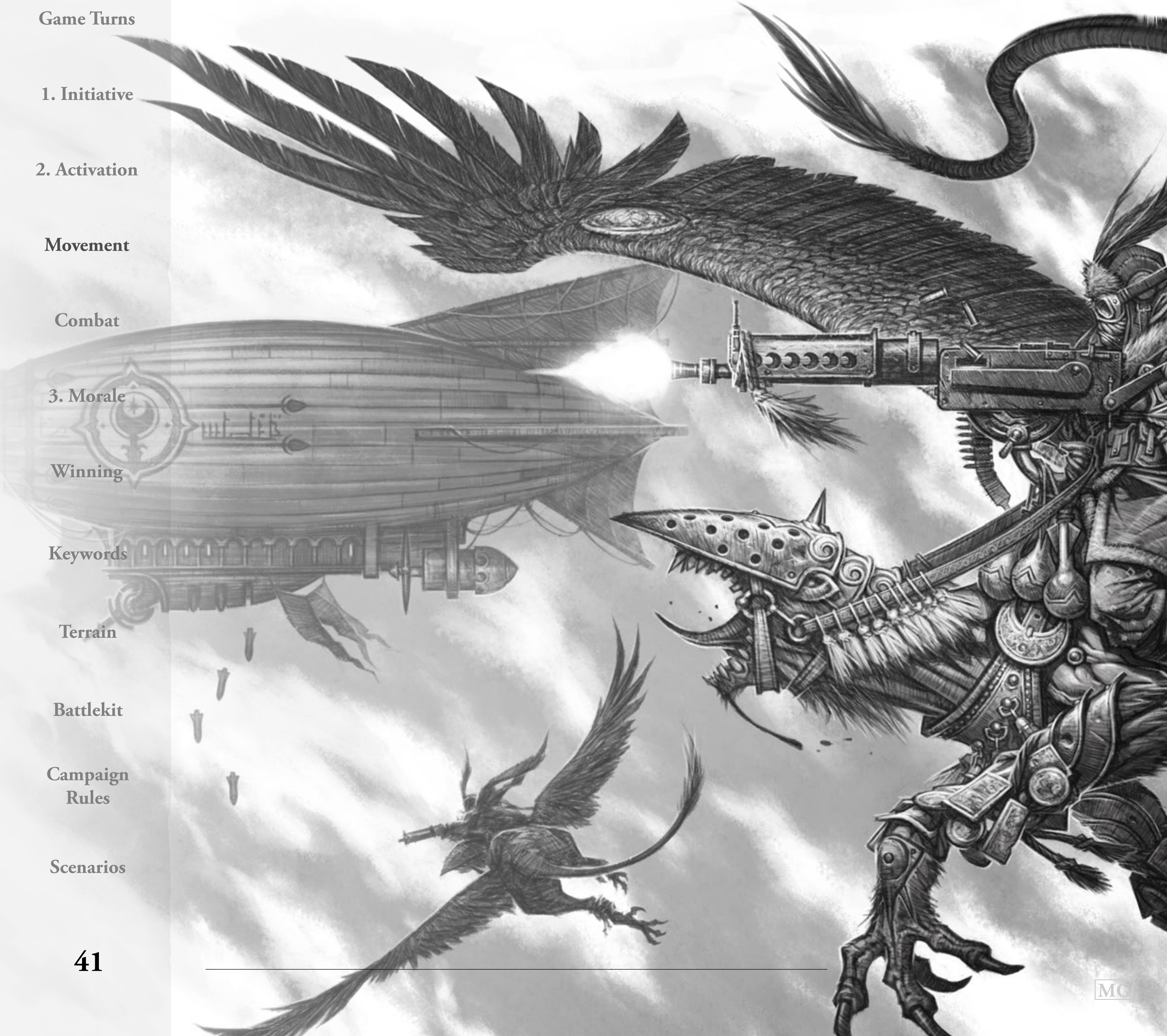
If the gap that a model is Jumping across is higher on the side it is Jumping from, apply the rules for Jumping Down if the model Jumps the gap. If the gap is higher on the side that it is Jumping to, add the extra height to the horizontal distance of the Jump. (This may make the Jump impossible if the modified distance is greater than the distance the model can be moved.)

Jumping Down

When you move a model, it can Jump Down as part of the move.
Jumping Down does not affect the distance you can move the model (the Jump Down is "free"). However, if a model Jumps Down 3" or more, it counts as Falling and you must make an Injury Roll for the model before carrying on with its movement (▸ see Falling).

Falling

When a model Falls, it is moved from its current position to the first flat surface that it can occupy directly beneath the position that it fell from. If it Falls 3" or more, you must make an Injury Roll for the model to see if it was harmed. Add **+1 INJURY DICE** to the roll for every 3" it Falls (for example, a Fall of 3-5" would be rolled with **+1 DICE**, a Fall of 6-8" with **+2 DICE**, and so on).



Combat

When you take a Shoot **ACTION** with a model, you make a Ranged Attack with it. When you take a Fight **ACTION** with a model, you make a Melee Attack with it. The rules in this section explain how each type of attack is made.

RANGED ATTACKS

In order to make a Ranged Attack, a model must have a Ranged Weapon and cannot be within 1” of an enemy model. A model cannot use a Shoot **ACTION** to make a Ranged Attack if it has used a Charge or Fight **ACTION** in the same Activation, unless it uses a Ranged Weapon that has the **ASSAULT** keyword.

Ranged Attack Sequence

A Ranged Attack is made using the following sequence.

1. Choose Weapon.
2. Pick Target.
3. Check Line of Sight.
4. Check Range.
5. Determine Modifiers.
6. Take Success Roll for Attacking model.

Choosing the Weapon

When you make a Ranged Attack with a model you must first pick a Ranged Weapon that the model is armed with to make the attack. The Weapons a model is armed with can be found on its Profile (▸ see Starting a Warband in Warbands of Trench Crusade).

Picking the Target

When a model makes a Ranged Attack you must pick one enemy model to be the target of the attack. The target must be in the Line of Sight of the attacking model and within range of the Weapon being used to make the attack (▸ see Line of Sight) and (▸ see Measuring the Range).

Shooting into Melee

If you want to shoot at an enemy model that is within 1” of any of your models, you must roll a D6 to determine who is the target: on a 1-3 you must target one of your own models, on a 4-6 you can target an enemy model.

Note that, unless stated otherwise, the only time you randomly decide which model is affected by something is when you make a Ranged Attack with a model and the target is within 1” of another model from your Warband. For example, if a friendly model made a Ranged Attack with a Weapon that had the **BLAST** Keyword, and the target was within 1” of a model from your Warband, then you would randomly pick the target before making the Success Roll to see if the attack hits, but you would not randomise the Injury Rolls for any models that were caught in the blast radius of the Weapon after the hit had been scored. Similarly, if a rule allowed you to place a **BLOOD MARKER** next to an enemy model, you would not randomly choose which model to place the marker beside if the enemy model was within 1” of a friendly model, and so on.

Measuring the Range

The target is in range if the distance from the closest point of the attacking model's base to the closest point of the target model's base is less than or equal to the range of the Weapon being used. You can find the range of each Weapon on its Weapon Profile (▸ see Battlekit).

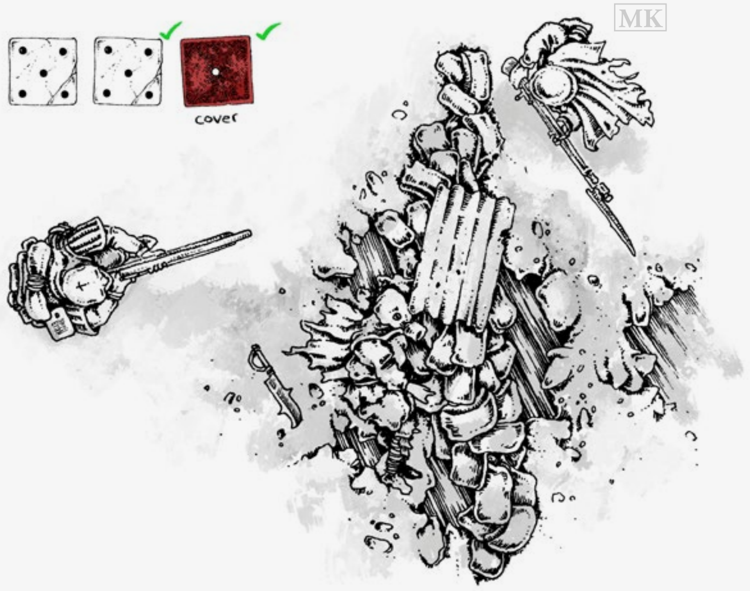
Short Range & Long Range

If the distance between an attacking model and the target is less than or equal to half of the Weapon's range, then the attack is being made at Short Range. If the distance between an attacking model and the target is greater than half of the Weapon's range, then the attack is being made at Long Range. Add -1 **DICE** to the roll for a Ranged Attack that is being made at Long Range. Some Weapons and Skills may affect attacks made at either Short or Long Range, as stated in the Weapon Profile or Skill Description.

Determine Ranged Attack Modifiers

Next you must determine if there are any modifiers that will affect the attack. Modifiers add +/- **DICE** to the Success Roll.

- Elevated position (+1 **DICE**): Add +1 **DICE** to the roll if the attacking model is in a position at least than 3" higher than the target. Use the model's bases when determining the difference in their heights.
- Cover (-1 **DICE**): Add -1 **DICE** to the roll if the target is in cover from the attacking model (▸ see Cover).
- Long Range (-1 **DICE**): Add -1 **DICE** to the roll if the attack is taking place at Long Range.



A Trench Pilgrim is shooting at a Heretic Trooper with a musket. The Heretic is in cover, which adds -1 **DICE** *to any Ranged Attacks. The Pilgrim rolls 3D6 and gets 5, 5 and 1. The two lowest dice are picked for a roll of 6. As the Pilgrim needed 7 to hit, the shot missed!*

Ranged Attack Success Roll

Finally, make a Success Roll for the attacking model. If the roll is a Failure, the attack misses and nothing further happens. If the roll is a Success, the target is hit, and you must make an Injury Roll (▸ see Injury Rolls). If the roll is a Critical Success, the target is hit and **+1 DICE** is added to the Injury Roll.

MELEE ATTACKS

In order to make a Melee Attack, a model must have a Melee Weapon and be within 1” of a target.

Melee Attack Sequence

A Melee Attack is made using the following Sequence:

1. Choose Weapon.
2. Choose Target.
3. Determine Modifiers.
4. Take Success Roll for Attacking model.

Choosing the Weapon

When you make a Melee Attack with a model you must first pick a Melee Weapon that the model is armed with to make the attack. The Weapons a model is armed with can be found on its Profile.

Choosing The Target

When a model makes a Melee Attack you must pick one enemy model to be the target of the attack. The target must be within 1” of the attacking model in its Line of Sight (▸ see Line of Sight).

Determine Melee Attack Modifiers

Next you must determine if there are any modifiers that will affect the attack. Modifiers add +/- **DICE** to the Success Roll for the attacking model.

- **Diving Charge** (+1 **DICE**): Add +1 **DICE** to the roll if the attacker is making a Diving Charge (▸ see Diving Charge).
- **Defended Obstacle** (-1 **DICE**): Add -1 **DICE** to the roll if the target is in cover and the terrain piece providing the cover lies between it and the attacking model.
- **Off-Hand Weapon** (-1 **DICE**): Add -1 **DICE** to the roll if the attacking model is making the attack with an Off-Hand Weapon (▸ see Multiple Melee Weapons).

Multiple Melee Weapons

A model that has two Melee Weapons can use a single Fight **ACTION** to make two separate Melee Attacks, one with each Weapon, in the order of your choice. The Weapon used for the second attack is referred to as the Off-Hand Weapon (▸ see Melee Attack Modifiers). You can pick the same or a different model as the target for each attack.

If a model has two Melee Weapons, and one or both of them have the **CLEAVE** Keyword, pick one of them and make a Melee Attack with it; if it has the **CLEAVE** Keyword carry out all of its attacks one after the other. Then pick the other Melee Weapon and make a Melee Attack with it using the Off-Hand Modifier; if it has the **CLEAVE** Keyword carry out all of its attacks out one after the other with the Off-Hand modifier.

Melee Attack Success Roll

Finally, you make a Success Roll for the attacking model. If the roll is a Failure, the attack misses and nothing further happens. If the roll is a Success, the target is hit and you must make an Injury Roll to see what effect the attack has had on the target model (▸ see Injuries). If the roll is a Critical Success, the target is hit and +1 **DICE** is added to the Injury Roll.

Diving Charge

You can convert a charge for a friendly model into a Diving Charge if it Jumps Down at least 3" and lands within 1" of a target. If you do so, take a Risky Success Roll for the model after it Jumps Down. If the roll is a Failure the model is taken Down, and a Falling Injury Roll must then be taken for the model (▸ see Falling). If the roll is a Success, you do not have to take a Falling Injury Roll for the model, and you can add **+1 DICE** to the Success Roll for the next Melee Attack that the model makes.

INJURIES

During games of Trench Crusade, models can be injured by attacks, falling from high terrain, or when trying to move through Dangerous terrain. Regardless of how it occurs, when an enemy model suffers an injury, you must make an Injury Roll for the model.

Injury Rolls

An Injury Roll is made in a similar way to a Success Roll, by taking 2D6, adding extra dice to the roll, and then picking the two highest or lowest dice and adding them together. However, when you make an Injury Roll, **INJURY DICE** and **INJURY MODIFIERS** may be added to the roll instead of +/- **DICE**.

INJURY DICE: + or - **INJURY DICE** are added to an Injury Roll in the same way that + or - **DICE** are added to a Success Roll (▸ see Success Rolls).

INJURY MODIFIER: + or - **INJURY MODIFIERS** are applied to the Injury Roll. Make the Injury Roll, adding any + or - **INJURY DICE**, and then add or subtract any **INJURY MODIFIERS** from the roll. The maximum -**INJURY MODIFIER** cannot be more than -3 in total.

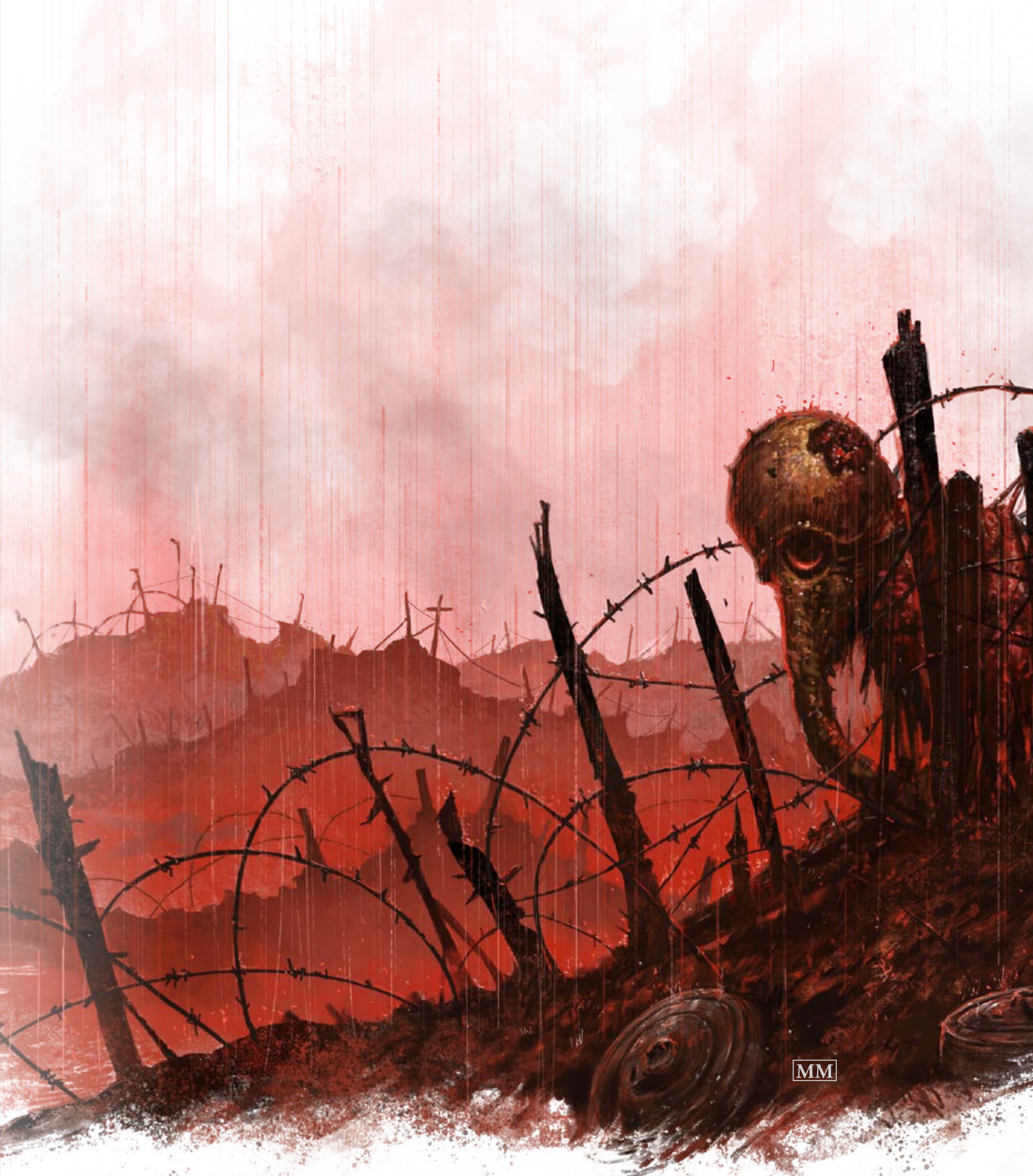
For example, an Injury Roll has a **+1 INJURY DICE** modifier and a **-1 INJURY MODIFIER**. 3 dice are rolled, resulting in a 2, 4 and 5. The two highest dice are used, giving a roll of 9. Then the **-1 INJURY MODIFIER** is applied, subtracting 1 from the roll and changing it to an 8. The roll is looked up on the Injury Table, which gives a Down result for the Injury Roll.

Note that if a rule says a model is taken Down or Out of Action, apply the appropriate Result from the Injury Roll Table in full (which means a model that is taken Down will have a **BLOOD MARKER** placed beside it).

Bloodbath Rolls

When you make an Injury Roll for an enemy model, you can spend **6 BLOOD MARKERS** (or **3 BLOOD MARKERS** if the target is Down) to convert the Injury Roll to a Bloodbath Roll. To make a Bloodbath Roll, roll 3D6 and add all 3 dice together. Add +/- **INJURY DICE** and +/- **INJURY MODIFIERS** in the same way that you would to an Injury Roll, except that you pick the 3 highest or 3 lowest dice in the roll instead of the 2 highest or lowest.

If the Injury Roll has the **DEADLY** Keyword, instead roll 4D6 and add all 4 dice together.



Making an Injury Roll

To make an Injury Roll for a model, carry out the following steps:

1. Take 2 D6.
2. Add any +/- **INJURY DICE** (▸ see "Combining **+DICE** and **-DICE**").
3. Roll all of the dice.
4. Pick the 2 highest dice if any **+INJURY DICE** were added to the roll, or the 2 lowest if any **-INJURY DICE** were added to the roll.
5. Add the 2 dice together.
6. Add any +/- **INJURY MODIFIERS** to the roll.
7. Look up the roll on the Injury Roll Table below.

INJURY ROLL TABLE

Roll	Result
1 or less	**No Effect.** The model is unharmed and the injury has no effect.
2-6	**Minor Hit.** Place **1 BLOOD MARKER** next to the model.
7-8	**Down.** Place **1 BLOOD MARKER** next to the model and mark them as being Down. If the model is already Down, place **2 BLOOD MARKERS** next to it instead of 1.
9+	**Out of Action.** The model has been seriously injured or killed and is removed from the battlefield.

Common Injury Roll Modifiers

The following modifiers are cumulative. The maximum **-INJURY MODIFIER** added to an Injury Roll cannot be more than -3 in total.

- Blessing Markers: Add **-1 INJURY DICE** for each **BLESSING MARKER** that is spent.
- Blood Markers: Add **+1 INJURY DICE** for each **BLOOD MARKER** that is spent.
- Critical Success: Add **+1 INJURY DICE**.
- Down: Add **+1 INJURY DICE** for a Melee Attack if the target is Down.
- Abilities or Keywords: Add any **+/-INJURY DICE** and/or any **+/-INJURY MODIFIERS** for abilities or Keywords that apply to the Injury Roll.
- Armour Characteristic: Add the **-INJURY MODIFIER** of the model's Armour Characteristic (if any).
- Battlekit: Add the **-INJURY MODIFIER** for the model's Battlekit (e.g. Armour, Shield, etc.).

Gameplay Example: A Heretic Trooper makes a Ranged Attack that hits a Trench Pilgrim Castigator who has **2 BLOOD MARKERS** and Standard Armour. The Heretic player decides to use both **BLOOD MARKERS** to make the shot more likely to injure. The Heretic player takes 4D6 (2D6 **+2 INJURY DICE** from the **BLOOD MARKERS**) and rolls 2, 5, 4 and 1. Since two **+INJURY DICE** were added to the roll, the two highest numbers are used for the Injury Roll, giving a total of 9. The Castigator's armour adds **-1 INJURY MODIFIER**, so the total is reduced by 1, to give a modified roll of 8. The Heretic player consults the Injury Table and finds that the Pilgrim is Down!

Down Results

The following rules apply to a model that is Down:

- If a model is taken Down during its Activation, its Activation ends immediately.
- Add -1 **DICE** to any Success Rolls you take for a model that is Down.
- Add +1 **INJURY DICE** for a Melee Attack if the target is Down.
- Until the model stands back up, it cannot be moved for any reason unless it falls.
- A model that is Down stands back up when it is next Activated. However, its Movement Characteristic is halved for the rest of the Activation (including any Charge Bonus it receives).
- A model that is within 1" of a ledge when it is taken down may Fall off the ledge. Take a Success Roll for the model before it is taken Down. If the roll is a Success, the model is taken Down but does not Fall off the ledge. If the roll is a Failure, the model Falls from the nearest ledge and is then taken Down (▸ see Falling).

> You can show that a model is Down by placing a marker next to the model (such as a wooden cube) or by laying the model on its side. If you choose to place the model on its side, lay it down in such a way that the centre of the model lies over the point where the centre of its base was located. When measuring the range to or from a model that is Down, you can measure from any part of the model, not just from its base. Note: A model lying on its side will be more difficult to see, but otherwise the two methods are identical, and you may decide which to use for your models.

3. Morale Phase

Your Warband may abandon the battle if it suffers too many casualties. In the Morale Phase, if half the models in your Warband are Down or Out of Action (rounded up), you must take a special type of Success Roll called a Morale Check. A Morale Check is taken in the same way as a Success Roll for a model. If the Morale Check is a Success, your Warband carries on normally. If the Morale Check is a Failure, your Warband becomes Shaken.

Note: Remember that when counting models, any fractions are rounded up. For example, a Warband that has 5 models will not need to make a Morale Check until 3 of its models are Down or Out of Action (half of 5 is 2.5, which rounds up to 3).

Shaken Warbands

All Success Rolls taken for models from a Shaken Warband are treated as Risky Success Rolls (unless they are Risky Success Rolls already). In addition, in the Morale Phase at the end of the next Turn you must make another Morale Check for your Warband, even if fewer than half of its models are Down or Out of Action. If the Morale Check is a Success, your Warband is no longer Shaken (though it may become so again if you fail a Morale check in a future Turn). However, if the Morale Check is a failure, your Warband flees and you immediately lose the game!

Ending The Turn

As long as neither player's Warband flees, they can carry out any end of Turn tasks. A new Turn can then begin.

End of Turn Tasks

Some rules require the players to do things at "the end of the Turn". These are referred to as end of Turn tasks. If more than one end of Turn task needs to be carried out, the player that as the Initiative determines the order in which they are carried out.

Sounding the Retreat

If a Morale Check for your Warband is a Failure, you can choose to immediately flee and lose the game instead of becoming Shaken. Sometimes it is better to retreat to conserve your losses, rather than fighting on to the last man!

Winning the Game

You win a game of Trench Crusade immediately if the opposing player's Warband flees. If this doesn't happen, the winner of the game is determined after the final Turn has been completed. The scenario chosen for the game will say how many Turns the game will last, and how the winner is decided.

KEYWORDS GLOSSARY

Rules governing all Keywords in the game are listed here. A model, a piece of Battlekit, a Marker or a terrain piece can have 1 or more Keywords. They define the core abilities, rules, troop types and damage categories in the game. Keywords appear in the rules in **CAPITALS** to make it easy for you to spot them.

KEYWORD BENEFITS

Keywords have two benefits: they act as Tags and may confer an Effect. A Keyword that confers an Effect also acts as a Tag.

Tags: A Keyword that can be referred to by other rules.

Effect: A Keyword that confers a special rule to a model that has the Keyword, or has a piece of Battlekit that has that Keyword.

KEYWORD GLOSSARY

+/- DICE (Effect): Dice that are added to Success Rolls (▸ see Success Rolls). If the Keyword applies to a Weapon, the dice are only added to Success Rolls for Attacks made with it.

+/- INJURY DICE (Effect): Dice that are added to Injury Rolls (▸ see Injury Rolls). If the Keyword applies to a Weapon, the dice are only added to Injury Rolls for Attacks made with it.

+/- INJURY MODIFIER (Effect): Modifiers that are applied to the result of an Injury Roll (▸ see Injury Rolls). If the Keyword applies to a Weapon, the modifier is only added to Injury Rolls for Attacks made with it.

ACTION (Tag): An activity a model can carry out when it is Activated. Common **ACTIONS** include Move, Dash, Shoot and Fight.

AMMUNITION (KEYWORD) (Effect): If a model has a piece of Battlekit with this Keyword, it will use it in the next game that it takes part in. When the model is deployed, say which Ranged Weapon the Battlekit will be used for. It gains the (**KEYWORD**) until the end of the game. The Ranged Weapon you choose cannot already have the **BLAST**, **FIRE**, **GAS**, or **SHRAPNEL** Keywords, and cannot have more than one type of **AMMUNITION**.

ARMOUR PIERCING (Effect): A Weapon with this Keyword reduces the target's total -**INJURY MODIFIER** from its Armour Characteristic, and/or any Armour or Shields it has by 1, to a minimum of 0. For example, if a target had Standard Armour and a Trench Shield, the -**INJURY MODIFIER** would be lowered from -2 to -1.

ARTIFICIAL (Tag): This model is not of natural biological origin but is instead constructed from non-organic elements.

ASSAULT (Effect): Ranged Attacks made with Weapons that have this Keyword do not prevent a model from taking a Charge or Fight **ACTION** during the same Activation.

AUTOMATIC (X) (Effect): When you take a Shoot **ACTION** and choose a Weapon with this Keyword to make a Ranged Attack, you can make a number of Ranged Attacks with this Weapon equal to X, one after another. The attacks can target different enemy models if desired, as long as they are all within 6” of each other. Resolve each attack one at a time using steps 2 to 6 of the Ranged Attack Sequence. Any **BLOOD MARKERS** or **BLESSING MARKERS** that are spent only modify the Injury Roll for the Ranged Attack they are spent on.

BLACK GRAIL (Tag): This model is part of the Cult of the Black Grail Faction.

BLAST (X”) (Effect): A Ranged Weapon with **BLAST** (X”) has a blast radius in inches equal to X (including vertically). When you make an attack with the Weapon, you must pick a target for the attack. The target can either be an enemy model or a visible point on the battlefield or on a terrain piece; whichever you choose must be within the attacking model’s Line of Sight and the Weapon’s range. If the Success Roll for the attack is a Failure, the attack misses and nothing happens unless the weapon also has the **SCATTER** Keyword (▸ see **SCATTER**). If the Success Roll for the attack is a Success or Critical Success, every model that has a Line of Sight to the target of the attack and which is within the Weapon’s blast radius is hit. In addition, friendly models that are within 1” of an enemy model that was hit by the blast radius are also hit. Measure the blast radius from the centre of the target model’s base, or the centre of the visible point you picked, to the closest point on the other model’s base. Make an Injury Roll for every model that was hit. If you roll a Critical Success, only add the extra **INJURY DICE** to the roll for a model if it was chosen as the target of the attack.

BLESSED (X) (Effect): When you deploy a model with this Keyword for the first time in a game, place a number of **BLESSING MARKERS** beside the model equal to X.

BLESSING MARKER (Tag): The model is under the influence of a supernatural or chemical enhancement that provides temporary benefits. (▸ see **BLESSING MARKERS**).

BLOCK (Effect): Add **-1 DICE** for Melee Attacks targeting a model with this Keyword, or that has a Weapon that has this Keyword, if the attacker made a Charge **ACTION** before making the attack this Turn.

BLOOD MARKER (Tag): **BLOOD MARKERS** are placed on models that suffer an injury. (▸ see **BLOOD MARKERS**).

CLEAVE (X) (Effect): When you take a Fight **ACTION** and choose a Weapon with this Keyword to make a Melee Attack, you can make a number of Melee Attacks with this Weapon equal to X, one after another. The attacks can target different enemy models if desired. Resolve each attack one at a time using steps 2 to 4 of the Melee Attack Sequence. Any **BLOOD MARKERS** or **BLESSING MARKERS** that are spent only modify the Injury Roll for the Melee Attack they are spent on.

CONSUMABLE (Effect): In a campaign (▸ see Campaign Rules) Battlekit with this Keyword is lost at the end of a game in which it is used.

COVER (Effect): A model with this Keyword has the Cover or Defended Obstacle attack modifiers (▸ see Cover).

CRITICAL (Effect): Add **+2 INJURY DICE** instead of **+1 INJURY DICE** when a Critical Success is rolled for an attack made by a Weapon with this Keyword.

CUMBERSOME (Effect): Weapons with this Keyword require two hands to use, even if the model has the **STRONG** Keyword. However, they can still be used alongside a Shield with the Shield Combo stipulation.

DANGEROUS TERRAIN (Effect): If you Activate a model that is in terrain with this Keyword, or if you move a model into terrain with this Keyword during a move, you must take a Risky Success Roll for the model. If the roll is a Success or Critical Success, you can carry on with the model's move, and you do not have to take any more Risky Success Rolls for the model if it moves into any more terrain with this Keyword as part of that move. If the roll is a Failure, you must make an Injury Roll for the model and its Activation ends. Sometimes **DANGEROUS TERRAIN** will have one or more Keywords in brackets directly after it. Any Injury Rolls caused by the **DANGEROUS TERRAIN** rule have those Keywords. For example, if a terrain piece had the **DANGEROUS TERRAIN** (**FIRE**) Keywords, then any Injury Rolls caused by it would count as having the **FIRE** Keyword.

DEADLY (Effect): When you make an Injury Roll for an attack made with a weapon with this Keyword, roll 3D6 and add all 3 dice together. Any **+INJURY DICE** or **-INJURY DICE** are added to the roll normally, except that you pick the 3 highest or lowest dice in the roll instead of the 2 highest or lowest.

DEMONIC (Effect): A model with this Keyword has the **NEGATE FIRE** Keyword.

DEPLOYABLE (Tag): Battlekit that is represented by a model or terrain piece that can be set up during the game.

DIFFICULT TERRAIN (Effect): Every 1" a model is moved across terrain with this Keyword counts as 2".

ELITE (Tag): The most senior and heroic models in a Warband.

FEAR (Effect): Add **-1 DICE** to a Melee Attack that targets a model with this Keyword. Models that cause **FEAR** are immune to **FEAR** themselves.

FIRE (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

FIRETEAM (Effect): A model with this Keyword is part of a group of 2 models, both of which must have the **FIRETEAM** Keyword. You can create Fireteams when you recruit a Warband, and in the Quartermaster Step. Record which models are in Fireteams in your Warband on your Warband Roster. You can Activate friendly models that are part of the same Fireteam simultaneously. If you do so, you can take their **ACTIONS** in any order you wish, and you can switch between the two models freely. However, if the Activation of either member of the Fireteam ends during a simultaneous Activation, it immediately ends for the other model too. A model cannot be in more than 1 Fireteam.

FLAMETHROWER (Effect): When a Weapon with this Keyword is used to make a Ranged Attack it is automatically a Success. Do not make a Success Roll for the attack. Note that this means that the attack cannot achieve a Critical Success.

FLYING (Effect): When you make a move, retreat move or charge move with a model with this Keyword, you can measure the path on which it travels 'through the air'. It must end the move on the battlefield or on a terrain piece. You must still take a Risky Success Roll for the model if it is Activated or ends its move on Dangerous terrain, and it cannot end its move on Impassable terrain. In addition do not make an Injury Roll if a model with this Keyword Falls.

GAS (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

GOLEM (Effect): A model with this Keyword treats an Out of Action result from the Injury Roll Table as a Down result unless the result was caused by a Bloodbath Roll. In addition, you cannot remove **BLOOD MARKERS** from a friendly model with this Keyword (the opposing player can use them normally). Finally, a model with this Keyword has the **NEGATE FEAR** and **NEGATE GAS** Keywords, but cannot have the **TOUGH** Keyword.

HEAVY (Effect): A model cannot be equipped with more than one piece of Battlekit with this Keyword and it does not receive a Charge Bonus when it makes a charge move. In addition, if a Ranged Weapon or Grenade has this Keyword, you cannot use the Weapon or Grenade to make a Ranged Attack and take a Move, Charge or Retreat, or Dash **ACTION** with the attacking model as part of the same Activation.

HELD (Effect): A piece of Battlekit with this Keyword requires one hand to carry and cannot be put down. Because of this, a model that has this Keyword can only be equipped with or use either a 1-Handed Weapon or a Shield. It cannot be equipped with or use any 2-Handed Weapons, or both a Weapon and a Shield (even if the Shield has the Shield Combo rule). It may still carry Grenades.

HERETIC (Tag): The model is a member of the Heretic Legions Faction.

IGNORE ARMOUR (Effect): Ignore -**INJURY DICE** and -**INJURY MODIFIERS** for a target's Armour Characteristic, and for any Armour or Shield pieces of Battlekit that it has, for attacks that have this Keyword.

IGNORE [MODIFIER] (Effect): Ignore the Success Roll or Injury Roll modifier that is specified. For example, the Success Roll for an attack made with a Ranged Weapon that had the **IGNORE COVER** Keyword would not be affected by the **-1 DICE** modifier for a target that is in Cover.

IMPASSABLE TERRAIN (Effect): Models cannot be moved onto or across terrain with this Keyword.

IMPERVIOUS (Effect): The **ARMOUR PIERCING** and **IGNORE ARMOUR** Effects do not affect any -**INJURY DICE** and -**INJURY MODIFIERS** that apply to Battlekit that has this Keyword. Any other Battlekit the target model has is affected normally.

INFECTION MARKERS (Tag): The model is under the influence of a supernatural or chemical malady that provides temporary effects. (▸ see Infection Markers in Warbands of Trench Crusade).

INFILTRATOR (Effect): When a model with this Keyword is deployed for the first time in a game, it can be set up anywhere on the battlefield as long as it is out of the Line of Sight of all enemies and is at least 8” away from the closest enemy. **INFILTRATORS** are deployed after models that do not have this Keyword. Any **INFILTRATORS** that cannot be deployed in this way are instead deployed normally in their deployment zone.

MINED (Effect): When a model moves into contact with a Marker or terrain piece with the **MINED** Keyword, the mine will detonate unless the model has the **NEGATE MINED** Keyword. Make an Injury Roll with the **SHRAPNEL** Keyword for the model that detonated the mine, and then the Marker or terrain piece loses the **MINED** Keyword. If the model that detonated the mine wasn't taken Down or Out of Action, it can then continue its move. Models with the **FLYING** Keyword only detonate a mine if they finish a move in contact with a **MINED** Marker or terrain piece (they can fly across it without setting it off).

LEADER (Effect): Add **+1 DICE** to Morale Checks if your Warband has at least 1 model with this Keyword on the battlefield that is not Down or Out of Action.

NEW ANTIOCH (Tag): This model is part of the Principality of New Antioch Faction.

NEGATE [KEYWORD] (Effect): A model with the **NEGATE** Keyword is not affected by the specified Keyword’s Effect. For example, a model with **NEGATE SHRAPNEL** ignores the Effect of the **SHRAPNEL** Keyword.

PILGRIM (Tag): This model is part of the Trench Pilgrim Faction.

PISTOL (Effect): A pistol can be used as a Melee Weapon or a Ranged Weapon, and can be used as both in the same Activation. When it is used as a Ranged Weapon it has the Range shown on its Profile and uses the attacking model’s Ranged Characteristic. When used as a Melee Weapon it can use the attacking model’s Ranged or Melee Characteristic and can be used as an Off-Hand Weapon if desired.

RELOAD (Effect): If a model makes an attack with a Weapon that has this Keyword then its Activation ends after the **ACTION** that allowed the attack is completed.

REGENERATE (X) (Effect): When you Activate a model with this Keyword, before carrying out any **ACTIONS**, you can remove up to X **BLOOD MARKERS** from the model.

RISKY (Effect): If you must make a Success Roll for a model that is using a piece of Battlekit that has this Keyword, then the Success Roll becomes a Risky Success Roll (the model's Activation or **ACTION** will end if the Risky Success Roll is a Failure). For example, the Success Roll for an attack made with a Weapon that has the **RISKY** Keyword would become a Risky Success Roll. This Effect is ignored if the Success Roll is already a Risky Success Roll.

SCATTER (Effect): Some Weapons with the **BLAST** Keyword also have the **SCATTER** Keyword. When you make an attack with the Weapon, pick a target and carry out the attack as described in the rules for **BLAST**. However, if the Success Roll for the attack was a Failure, the attack will scatter instead of missing. To see where it scatters to, subtract the Success Roll from 7. For example, if the Success Roll was 4, then the target point would scatter (7–4=) 3". Your opponent must move the attack exactly that many inches in a direction of their choice, to a point on the battlefield, on a terrain piece, or on the base of a model. There must be Line of Sight between the point that is chosen and the original target for the attack. If this is impossible for any reason, then treat the attack as a miss. Then, determine who is hit as described in the rules for **BLAST**.

SHOTGUN (Effect): Add **-1 INJURY DICE** to rolls for attacks made at Long Range with a Weapon that has this Keyword instead of the usual Long Range modifier (**-1 DICE**).

SHRAPNEL (Effect): After making the Injury Roll for a Weapon with this Keyword, place 1 extra **BLOOD MARKER** next to the target model even if the result is No Effect.

SKIRMISHER (Effect): If an enemy selects a model with this Keyword as the target of a Charge, you can choose to evade with your model before the Charge is made, as long as your model is not within 1" of an enemy. When a model evades, roll a D3 and move the model that many inches. It must finish this move more than 1" away from all enemy models. If this move results in there being an interposing model between the evading model and the model that is making the charge, then the charging model must choose the interposing model as the target for its charge.

STRONG (Effect): A model with this Keyword has the **NEGATE HEAVY** Keyword. In addition, it can equip and use one 2-Handed Melee Weapon as if it were a 1-Handed Melee Weapon.

SULTANATE (Tag): This model is part of the Sultanate of the Iron Wall Faction.

THE COURT (Tag): This model is part of The Court of the Seven-Headed Serpent Faction.

TOUGH (Effect): The first time a model with this Keyword suffers an Out of Action result on the Injury Table, it is treated as a Down result instead.

TRENCH CRUSADE TERRAIN

Just as a real battlefield would have terrain features such as buildings, hills and forests, the battlefield for a game of Trench Crusade will need its own terrain features to provide cover for the warriors in your Warband. The terrain you place on the battlefield is made up of individual models that are called terrain pieces.

The Battlefield

The area on which you play your game is referred to as the battlefield. Before you can set up the terrain for your game, you will need a battlefield to place it on. Most games of Trench Crusade can be played on a dining table, but some require an area that is 36” or 48” square. If you are going to play one of these larger scenarios, you may need to make a special gaming board. For all of the other scenarios, a standard dining table will provide more than enough space for your game.

Terrain Pieces

In addition to the battlefield you will need as many terrain pieces as you can lay your hands on. You can purchase plastic terrain models suitable for use as terrain pieces in much the same way as you can the models that make up the warriors in your Warband. We would recommend you use the models from the growing range of Trench Crusade terrain for your games, but we won’t mind if you decide to use another company’s kits instead of our own. Many players enjoy scratch-building the terrain pieces for their games from modelling materials like plasticard, foam board and foam card, PVA glue and modelling sand. Suffice to say that a quick search on the internet will bring up plenty of examples of terrain models that you can use, and introductory articles about how to scratch-build terrain.

A Trench Crusade battlefield

Introduction
The World in Flames
Core Rules
Comprehensive Rules
Keywords
Terrain
Battlefield
Terrain Pieces
Battlefield Archetypes
Battlekit
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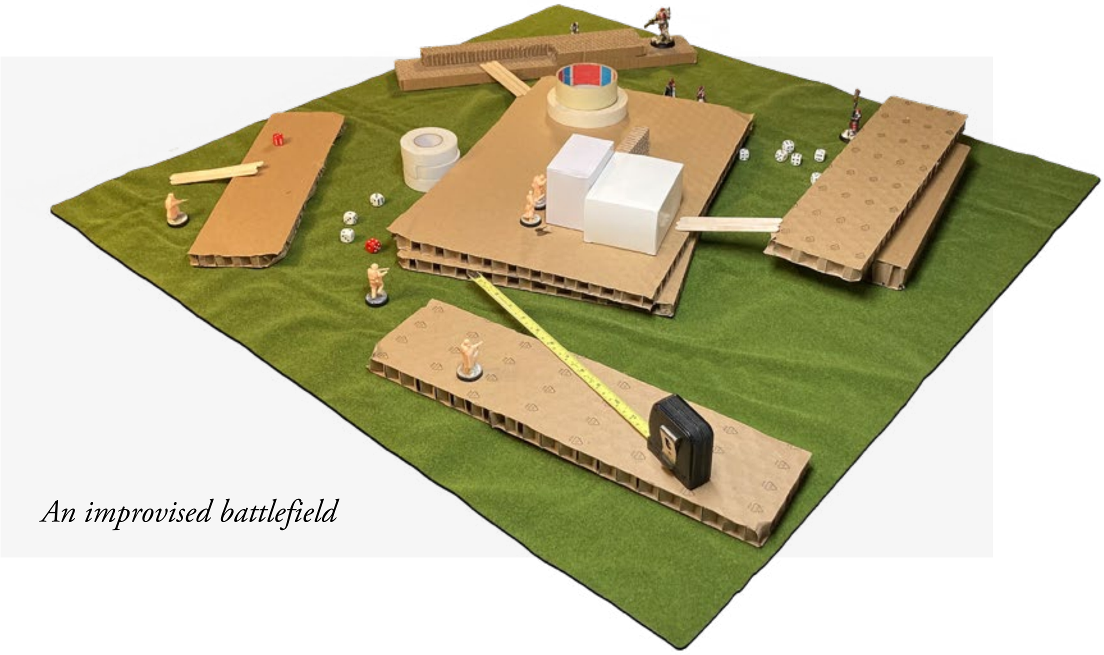
Scenarios

Don't worry if you are new to tabletop wargaming and have not yet had a chance to build up a large collection of terrain. Just use any terrain pieces you have available, and/or supplement them with household items that can stand-in for actual terrain pieces. For example, you could use books to represent low hills, pens to represent walls, rocks collected from your garden or a park as boulders, twigs to represent fallen trees and so on. Placing a thick blanket over some books will create a rolling landscape with hills and gullies to fight over.

The important thing to appreciate is that it is absolutely okay to use whatever you have to hand in order to play a game of Trench Crusade; after all, the Lord took six days to create everything, so don't worry if it takes a little time to create your ideal battlefield! Don't worry, very soon your collection of terrain pieces will grow and you will be able to return your books to their shelves and your rocks and twigs to the garden (though you may well find yourself looking back very fondly on those early games and the improvised terrain that you used in order to play them).



An improvised battlefield

STANDARD TERRAIN

Once you have set up your battlefield, it's a sensible idea to discuss each terrain piece with your opponent to agree what type each will be treated as. Because terrain can be represented in such a wide variety of ways, it's not possible for us to list every terrain piece you might want to use in a game. Instead we have come up with the following list, which covers the vast majority of the types of terrain used for games of Trench Crusade. After the list you will find more detailed explanations of each type:

- Open Terrain
- Landmarks (statues, shrines, altars, etc.)
- Areas of Dangerous Terrain (swamp, barbed wire etc.)
- Areas of Difficult Terrain (rubble, craters, fallen trees etc.)
- Areas of Impassable Terrain (lava or hellfire, sheer cliff faces, etc.)
- Hills
- Linear Terrain (walls, hedges, etc.)
- Trenches
- Ruined Buildings (a tower, house etc.)
- Corner Ruins (two ruined walls in an L shape)
- Rivers and Streams

OPEN TERRAIN

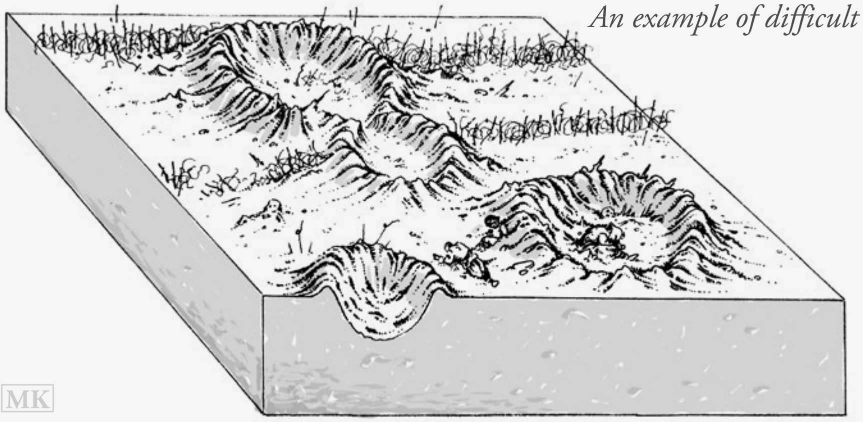
Open terrain is any area of a battlefield where there is nothing to impede a model, and it is the most common terrain type in Trench Crusade. Models can be moved freely across Open terrain.

LANDMARKS

A landmark is a single piece of Impassable terrain, such as a statue, shrine or altar. They cannot be moved across except by models that have the **FLYING** Keyword. If a scenario includes any Markers, then the players can agree to use a suitable landmark terrain piece in the place of the Markers. It makes a game more interesting to know that you are fighting to capture a statue or shrine, rather than an anonymous cardboard counter!

AREA TERRAIN

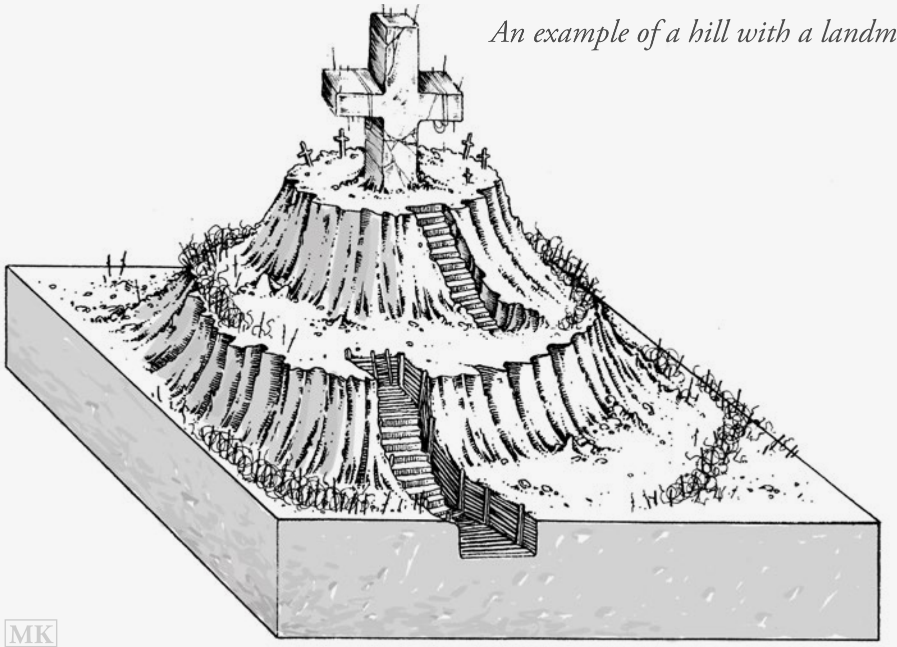
Area terrain is a catch-all term for areas of Dangerous, Difficult and Impassable terrain. It's important to agree where the boundary of a piece of area terrain lies so that you can tell if a model has strayed into it. This can be determined by either mounting the terrain on a suitable base, marking its boundary with a small piece of cotton, or simply making sure that you and your opponent agree where the boundary lies.



An example of difficult terrain.

HILLS

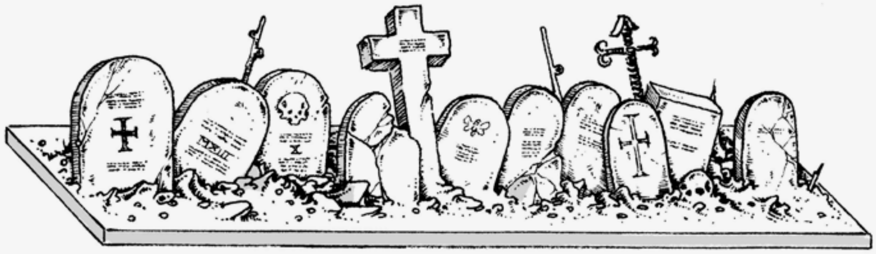
A hill can be of any size or height, though we recommend that it not be more than 12" across at its widest point. If the hill is high enough it will block Line of Sight to models on the far side of the hill, and may give a model a height advantage when they make an attack. Hills are usually treated as being open terrain for the purposes of movement, but other pieces of terrain can be placed upon it, such as patches of rocky ground, barbed wire, trenches, or ruins. The players should agree what type of terrain any such areas will be considered as.



An example of a hill with a landmark.

LINEAR TERRAIN

Linear terrain includes obstacles such as walls and hedges. It can have bends and kinks, and several sections can be joined together to create a long set of walls or hedges. Linear terrain can be crossed as if it is Open ground if it is up to 1” high, but must be climbed using the rules for climbing sheer surfaces if it is more than 1” high.



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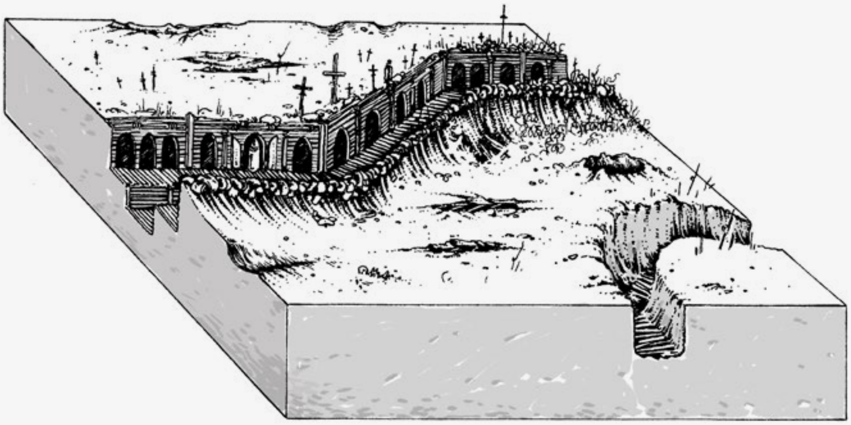
An example of linear terrain.

TRENCH SECTIONS

Trenches are a common piece of terrain on Trench Crusade battlefields, for obvious reasons! Trenches are divided into trench sections that may be from 4” to 12” long and from 2” to 4” wide. A trench section can have bends and kinks, and several sections can be joined together to create a trench line.

Trench sections can also include crossroads and/or T-junctions where two lines of trenches meet each other. The side of a trench can be crossed as if it is Open terrain if it is less than 3” high, but must be Climbed or Jumped Down from if it is at least 3” high (▸ see “Climbing & Jumping”). A model can attempt to Jump from one side of a trench to the other using the rules for jumping over a gap (▸ see Jumping over a Gap).



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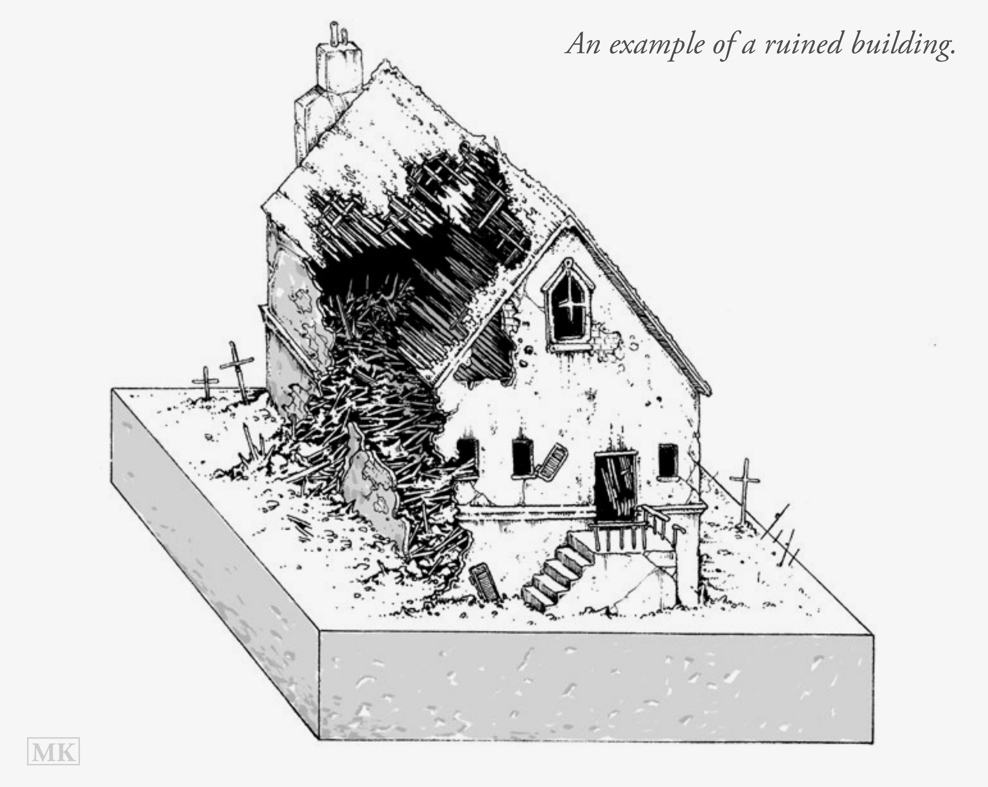
An example of a trench section.

RUINED BUILDINGS

A ruined building is a single terrain piece that can be any size or height, though we recommend that it not be more than 12" across at its widest point. Its walls can be climbed using the rules for climbing a sheer surface. Any stairs or floors that remain can be crossed as if they were open ground, while any piles of rubble will be Difficult terrain.



An example of a ruined building.

CORNER RUINS

A corner ruin consists of two ruined walls that are each up to 6" long, placed together roughly in the shape of an L or T. Corner ruins are a popular form of terrain because they are easy to make and work really well in games of Trench Crusade. A corner ruin can include the remains of floors from the upper levels of the original building, and if they do, models can Climb up to them using the rules for climbing sheer surfaces. Any piles of rubble will be Difficult terrain.

RIVERS & STREAMS

A river must enter on one edge of the battlefield and exit on another. Streams must enter from an edge, and may either leave by a different edge or end in a swamp or lake. A stream is Difficult terrain, and a river is Dangerous terrain. Both should include one or more crossing points, such as bridges or fords, that models can treat as Open terrain.

Important: You can only use a river or stream in a game if the scenario says you must do so, or if both players agree to include a river or stream in the game they are about to play.

UNIQUE TERRAIN PIECES

If you plan to use any unique terrain pieces that aren't included in the standard terrain list, then you will need to chat with your opponent before the game to decide how you will use it in the game (don't worry, this is usually a pretty straightforward thing to establish!).

Scattered Terrain

Terrain that is too small to have an effect on the battle, or is otherwise inconsequential, is called scattered terrain. Examples of scattered terrain include individual trees, boxes or crates, signposts and so on. Scattered terrain is purely decorative; any amount can be added to a battlefield, and you can ignore it or move it out of the way when setting up other terrain pieces, moving models, making attacks or checking visibility.

Intact Buildings

We recommend that you only include ruined buildings in your games, as they are much more practical to use during a game. However, if you wish you can use intact buildings such as large bunkers. If you do, you must either agree to treat them as Impassable terrain, or you will need to draw up detailed floor plans of the interior. When a model enters an intact building, transfer it to the floor plan and carry on its move from there. When you use intact buildings in this way a certain amount of common sense and restraint will need to be exercised - for example, you shouldn't move a model through an entrance that is too small for it, and so on.

Trench Crusade Gaming Boards

To make a gaming board, simply purchase a piece of MDF, chipboard, or marine plywood that is 48” square. MDF, chipboard and plywood often come in 8’ by 4’ sheets, in which case you simply need to ask the supplier to cut the board in half, giving you two boards to play on. Your new gaming board can then be placed directly on your dining table, though you may want to put a tablecloth on the table to prevent scratches.

You can either play on the plain wooden board covered with a blanket, or paint it with a combination of brown and green emulsion paints to represent the muddy fields that Trench Crusade battles are fought upon. Some players take this a step further by gluing 2” foamboard onto the gaming table, and then carving trenches and craters into the foam. Some examples of what can be achieved are shown throughout this book.

Battlefield Archetypes

Trench Crusade games are fought across all kinds of terrain, from the highest mountain passes to shadowed subterranean depths, but for the purposes of the scenarios in this rulebook we have focused on three battlefield archetypes: No Man's Land; Decimated Ruins; and (of course) Trench Lines. The scenario you are using for the game will clearly explain what type of battlefield archetype is to be used. The terrain for the scenario can then be set up using the instructions below.

NO MAN'S LAND

No Man's Land is the area that lies between the trench systems of the Great War. It is a stark and deadly place, criss-crossed with fire from machine-guns and artillery, and with only occasional ruined buildings, craters, fallen trees, wrecked tanks or cannons, and pock-marked shrines to provide cover. This makes it a dangerous place to enter in daylight, so many battles that take place in No Man's Land will be night-time raids where the cover of darkness can be used to provide some measure of protection against long-range enemy gunfire.

No Man's Land Terrain Pieces

The players roll-off (▸ see Rolling-Off) , and the winner sets up the terrain for the game. The terrain pieces for a game taking place in No Man's Land must be chosen from the following list:

- Trenches
- Ruined Buildings
- Ruined Corners
- Hills
- Areas of Dangerous Terrain (barbed wire, swampy ground etc.)
- Areas of Difficult Terrain (craters, rubble, fallen trees, etc.)
- Landmarks (statues, shrines, altars, etc.)

Number of Terrain Pieces

We recommend that you use at least 2 pieces of each terrain type if you can. Count pieces that are more than 8" across or more than 8" long as being 2 pieces of terrain towards this number rather than only 1. However, this is only a guideline, and you can use any number of terrain pieces in a No Man's Land scenario, from there being almost no terrain at all, to there being as much terrain as can be fitted onto the battlefield (without breaking any of the following restrictions on how terrain pieces can be placed, of course!)

Terrain Set-Up

The terrain pieces must be set up in such a way that each piece of terrain is at least 3" away from any other pieces of terrain. Trenches can only be set up if they are wholly within one of the Deployment Zones shown on the map for the scenario that is being played.

DECIMATED RUINS

Battles are frequently fought to capture cities, towns and villages located between, or just behind, the trench lines of the opposing Warbands. The constant warfare quickly reduces once-proud buildings to ruins, amongst which Warbands fight each other in brutal short-ranged engagements. Tactical and strategic success can be measured by who takes control of the ruined buildings, piles of rubble and wrecked vehicles that litter the shattered landscape.

Decimated Ruins Terrain Pieces

The players roll-off, and the winner sets up the terrain for the game. The terrain pieces for a game taking place in Decimated Ruins must be chosen from the following list:

- Ruined Buildings
- Ruined Corners
- Areas of Dangerous Terrain (barbed wire, minefields etc.)
- Areas of Difficult Terrain (craters, rubble, etc.)
- Landmarks (statues, wrecked vehicles, etc.)

Number of Terrain Pieces

You will need at least 6 ruined buildings and at least 2 pieces of each other sort of terrain. Count pieces that are more than 8” across or more than 8” long as being 2 pieces of terrain towards this number rather than only 1.

Terrain Set-Up

Any ruins that are going to be used for the game must be set up first. The first ruined building or corner can be set up anywhere on the battlefield. Each subsequent ruined building or corner must be placed between 3” and 9” away from any other ruined building or corner. After all of the ruins have been set up, any other terrain can be added to the battlefield. Terrain apart from ruins can be set up anywhere on the battlefield that is at least 3” away from any other terrain pieces.

TRENCH LINES

Behind No Man's Land lies a system of interconnected Trench Lines, often several miles thick. Trench Lines are made up of interlinked trenches that are deep enough to shield most warriors from enemy fire. Because of this combat usually takes place in the trenches themselves, though sometimes a brave warrior will risk clambering out of a trench and running across open ground in order to outflank a strong enemy position.

Trench Lines Terrain Pieces

The players roll-off, and the winner sets up the terrain for the game. The terrain pieces for a game taking place in Trench Lines must be chosen from the following list:

- Trenches
- Ruined Corners
- Areas of Dangerous Terrain (barbed wire, minefields etc.)
- Areas of Difficult Terrain (craters, rubble, etc.)
- Landmarks (statues, shrines, wrecked vehicles, etc.)

Number of Terrain Pieces

You will need enough Trenches to reach from one edge of the battlefield to the opposite edge. In addition to the trenches, you will need at least 2 pieces of each other sort of terrain. Count pieces that are more than 8" across or more than 8" long as being 2 pieces of terrain towards this number rather than only 1.

Terrain Set-Up

Any trenches that are going to be used for the game must be set up first.
The first trench must be set up so that it enters from one edge of the battlefield, and subsequent trenches must connect with an existing trench. Once all of the trenches have been set up they must extend from the edge of the battlefield, from where the first trench was placed, to the opposite edge of the battlefield, so that a model could enter on one edge and exit off the other without ever having to leave a trench. After all of the trenches have been set up, any other terrain can be set up anywhere on the battlefield that is at least 1" from any trenches and 3" away from any other terrain pieces.

BATTLEKIT

Models usually carry Battlekit that helps them fight, protects them from harm, and grants them special benefits or abilities. This section of the rules presents Battlekit Descriptions for the most common types of Battlekit. The Faction List documents include additional Battlekit available exclusively to members of the Faction (▸ See Warbands of Trench Crusade).

BATTLEKIT DESCRIPTIONS

Each piece of Battlekit has a Battlekit Description that contains the following information:

- Name: The name of the piece of Battlekit.
- Description: A description of the Battlekit and how it is used.
- Battlekit Profile: A Battlekit Profile includes the name of the Battlekit and the following information:
  - **Type:** What the Battlekit is used for:
    - 1-Handed: A 1-Handed Weapon.
    - 2-Handed: A 2-Handed Weapon.
    - Grenade: Grenades can be thrown at the enemy.
    - Armour: Armour that will protect the model from harm.
    - Shield: A Shield is also used to protect the model from harm.
    - Equipment: A piece of Battlekit other than those listed above that can be carried by the model.
    - Special: A piece of Battlekit that is used in such a way that it does not fit neatly into any other categories.
  - **Range:** Indicates the distance at which the Battlekit can be used to make an attack.
    - Ranged Weapons: If the range is a value in inches (e.g. 12”), the Battlekit is a Ranged Weapon and can be used to make Ranged Attacks.
    - Melee Weapons: If the range is listed as “Melee” then the Weapon is a Melee Weapon and can be used to make Melee Attacks against targets within 1” of it.
    - Dual-purpose: If the range is a value in inches followed by Melee (e.g. 12”/Melee), then the Battlekit can be used as both a Ranged Weapon and a Melee Weapon.
    - Other: If the range is listed as “-” the Battlekit cannot be used to make an attack.
  - **Keywords:** Any Keywords that apply to the piece of Battlekit.
    - Weapon Keywords: Keywords for 1-Handed or 2-Handed Weapons and Grenades apply to attacks made by the model that has the weapon (ignore them at all other times).
    - Armour & Shield Keywords: Keywords for Armour and Shields apply to Injury Rolls for the model that has the Armour and/or Shield (ignore them at all other times)
    - Other Battlekit Keywords: Keywords for other Battlekit are added to the Keywords found on the Profile for the model. They apply all of the time unless stated specifically otherwise.
- Special Rules: Some Battlekit has special rules that apply exclusively to it. Special rules appear below the Battlekit Profile.

Weapon Dice & Injury Dice

Note that if a Weapon has the +/- DICE Keyword, then the Keyword only applies to the Success Rolls for attacks made by the weapon. It does not apply to any other sort of Success Roll, or to Injury Rolls. By the same token, if a Weapon has the +/- INJURY DICE Keyword, then the Keyword only applies to Injury Rolls for attacks made by the weapon. It does not apply to any other sort of Injury Roll, or to Success Rolls.

BATTLEKIT LIMITS

Unless otherwise stated a model is limited to the following Battlekit:

- One 2-Handed Ranged Weapon **or** two 1-Handed Ranged Weapons.
- One 2-Handed Melee Weapon **or** two 1-Handed Melee Weapons.
- One type of Grenade.
- One suit of Armour.
- One Shield (▸ see additional restrictions below).
- Any number of pieces of Equipment or Special Battlekit. A Model cannot have two or more pieces of Equipment or Special Battlekit with the same Name.

Shields

A Shield requires one hand to carry and cannot be unequipped. As a result, if a model has a Shield, the following restrictions apply to the other Battlekit it can carry:

- It may carry a maximum of one 1-Handed Melee and Ranged Weapon each.
- It cannot carry a 2-Handed Weapon unless the Weapon and the Shield both have the Shield Combo stipulation (▸ see Warbands of Trench Crusade).

Dual-Purpose Battlekit

Dual-Purpose Battlekit can be used in two different ways. For example, a Pistol can be used as a Ranged Weapon or a Melee Weapon. However, it still only counts as a single 1-Handed or 2-Hand Weapon. So a Pistol counts as a single 1-Handed Weapon when determining how many Weapons a model can have.

Two Hands, One Head and a Body

Unless otherwise stated, a model is assumed to have:

- Two hands to carry weapons and equipment.
- One head for wearing a helmet.
- One body that can be covered by armour.

In addition a model is assumed to have enough belts, backpacks and pouches to carry Grenades and any other Equipment it possesses.

All Weapon entries specify whether they require one or two hands to use. A model may freely switch between Ranged and Melee Weapons between ACTIONS, slinging unused weapons over the shoulder or stowing them in a holster or scabbard as needed.

Ranged Weapons

Ranged Weapons can be used to perform a Ranged Attack (▸ see Ranged Attacks). Ranged Weapons cannot be used to make a Melee Attack unless they have the word "Melee" noted under their Range on their Profile.

Anti-Materiel Rifle

Enormous long rifles designed to take out heavily armoured targets, vehicles and strongpoints. With the powerful armour available to the armies of the Great war, these terrifying weapons are much in demand. A downside is their enormous weight and terrifying recoil, and thus they are most often used by Communicants or Anointed who possess the supernatural strength to wield such weapons.

Type	Range	Keywords
2-Handed	36"	+1 INJURY DICE, CRITICAL, HEAVY, IGNORE ARMOUR

Automatic Pistol

Automatic pistols are symbols of prestige owing to their rarity and cost. They are excellent weapons when storming trenches or fighting in hand-to-hand combat. They boast a high rate of fire, though they can be hard to control even for the best sharpshooters since they usually lack a stock.

Type	Range	Keywords
1-Handed	12"/Melee	ASSAULT, AUTOMATIC 2, PISTOL

Automatic Rifle

A marvel of modern engineering, only a few prototypes exist. It has a high rate of fire and can be quickly re-loaded.

Type	Range	Keywords
2-Handed	24"	ASSAULT, AUTOMATIC 2

✠ Focused Fire: When this Weapon is used to make 2 Ranged Attacks, the same enemy model must be the target of both attacks.

Automatic Shotgun

This shotgun is equipped with an auto-loader, a recent invention by the Prussian engineering corps of Königsberg. It is ideal for close quarter combat thanks to its high rate of power and accuracy. The technology has not been perfected, however, and sometimes leads to misfeeds and jams.

Type	Range	Keywords
2-Handed	12"	+1 DICE, ASSAULT, SHOTGUN

Blunderbuss

A firearm of a bygone era, loaded with rusty nails, lead shot, grenade shrapnel and shell pieces.

Type	Range	Keywords
2-Handed	10”	SHRAPNEL

Bolt-Action Rifle

The workhorse of the Great War. Sturdy, highly reliable and reasonably accurate, it is no surprise that most of the infantry of the Great War carry this battlefield classic.

Type	Range	Keywords
2-Handed	24”	-

Flamethrower

A flamethrower is a terrifying Weapon capable of projecting great streams of fire and flammable liquids at a distance. It is ideal for clearing bunkers, trenches and other fortifications, killing in a most horrific way. Consequently, it is greatly favoured by the Heretic forces.

Type	Range	Keywords
2-Handed	8”	-1 INJURY DICE, FIRE, FLAMETHROWER, IGNORE ARMOUR

Grenade Launcher

Modifications of great siege rifles designed to lob grenades over long distances.

Type	Range	Keywords
2-Handed	36”	BLAST 3”, HEAVY, IGNORE COVER, SHRAPNEL

Heavy Flamethrower

These massive flamethrowers are normally mounted on armoured vehicles, but those possessing uncanny strength may use them as infantry weapons.

Type	Range	Keywords
2-Handed	10”	-1 INJURY DICE, AUTOMATIC 2,FIRE, FLAMETHROWER, HEAVY, IGNORE ARMOUR

Heavy Shotgun

This massive 8 bore shotgun is used to take down extremely powerful and large opponents at short range. It is known as a "Wolf-Killer" in New Antioch as it is the weapon favoured by the soldiery of the Duke to take down the Heretic War Wolf Assault Beasts. Heavy shotguns use tungsten-orichalcum alloy shot which explains their enormous stopping power at short ranges.

Type	Range	Keywords
2-Handed	12"	+1 DICE, +1 INJURY DICE, HEAVY, SHOTGUN

- Tungsten-orichalcum Alloy Shot: Add **+1 INJURY DICE** to rolls for Ranged Attacks made by this Weapon at Short Range.

Machine Gun

Machine guns are lethal fully-automatic firearms, capable of mowing down entire ranks of infantry from afar. The firing rate depends on the lock assembly used but averages 500 rounds per minute.

Type	Range	Keywords
2-Handed	36"	AUTOMATIC 3, HEAVY, RELOAD

Musket

A primitive weapon from a bygone age, the musket is a smooth bore long rifle that shoots lead balls. It still sees widespread use due to its simple construction and low price.

Type	Range	Keywords
2-Handed	18"	-1 INJURY DICE

Pistol

Pistols come in a staggering variety, ranging from revolvers to semi-automatic pistols. Heretic forges produce their own, often highly elaborate sidearms. They see extensive use in close-quarter combat.

Type	Range	Keywords
1-Handed	12"/Melee	PISTOL

Semi-Automatic Rifle

Semi-automatic rifles are said to be an invention of Marbas, the Devil who holds great wisdom and knowledge in mechanical arts. They are excellent both at long range and in assault, combining accuracy and high rate of fire, though they are prone to jamming.

Type	Range	Keywords
2-Handed	24”	ASSAULT

Shotgun

Short-barrelled pump action shotgun loaded with six rounds containing antimony hardened 00 buckshot, the combat shotgun is ideal for short-range engagements, clearing trenches and taking out lightly-armoured infantry. Often featuring stocks made of walnut or other rare wood, it is a custom of the troops to decorate these arms with carvings and inscriptions.

Type	Range	Keywords
2-Handed	12”	+1 DICE, SHOTGUN

Silenced Pistol

A sophisticated sidearm made of orichalcum or other holy metals, or from Infernal iron taken from the very prisons of Hell to muffle the wails of the damned. It is virtually silent and is excellent for ambushes or for shooting from behind cover.

Type	Range	Keywords
1-Handed	12”/Melee	ASSAULT, PISTOL

- Silent: Add **+1 DICE** to the roll if the attacker is in contact with a terrain piece that is at least ½” tall and that lies in between it and the target model.

Sniper Rifle

A sniper rifle is a high-precision, long-range rifle, widely used in the trenches to pick off high value targets such as officers, sappers and artillery crews. Expensive and rare, they are commonly given to the best marksmen and sharpshooters of the warband.

Type	Range	Keywords
2-Handed	48”	+1 DICE, CRITICAL, RISKY

- Bull’s Eye: If the Success Roll for a Ranged Attack made with a Sniper Rifle is a Critical Success then the Injury Roll for the attack has the **IGNORE ARMOUR** Keyword.

Submachine Gun

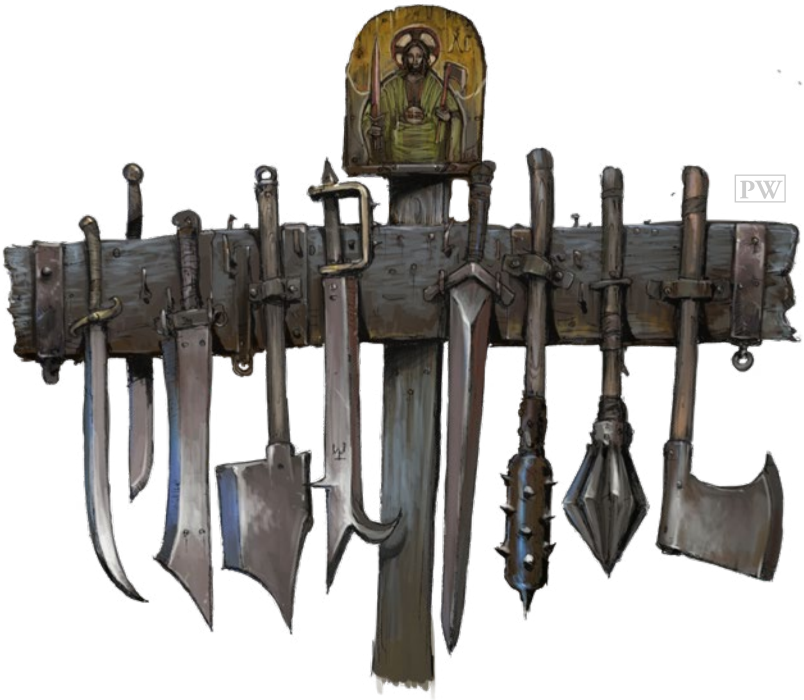
The submachine gun (or SMG) is a fully automatic firearm, trading lower penetration power and range for a much higher rate of fire. Ideal for short-range engagements, it is much sought-after by warbands despite its scarcity and high cost.

Type	Range	Keywords
2-Handed	16”	ASSAULT

- Quick Bursts: A model armed with a Submachine Gun can take two Shoot **ACTIONS** during the same Activation, as long as the Submachine Gun is used to make both attacks. The Shoot **ACTIONS** can be taken one after the other, or other **ACTIONS** can be taken between the Shoot **ACTIONS**.

Melee Weapons

Melee Weapons can be used to perform a Melee Attack (▸ see Melee Attack). Melee Weapons cannot be used to make a Ranged Attack unless they have a value in inches noted under their Range on their Profile.



Anti-Tank Hammer

A polearm with a directional explosive mounted on its head. It is exceedingly good at taking out armoured targets but puts its user in grave danger.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, CRITICAL, IGNORE ARMOUR, RISKY

✠ Dangerous: Place **1 BLOOD MARKER** next to the model using this Weapon if it makes a Melee Attack and the Success Roll is a Success or a Critical Success.

Bayonet

Bayonets are blades in the form of spikes or daggers that can be fixed to the tip of a firearm and used in melee combat.

Type	Range	Keywords
2-Handed	Melee	CUMBERSOME

Flail/Scourge

The metal whips of the Church are supremely good at both instilling discipline in the ranks of the faithful and tormenting the heretics. Many devils also enjoy using these weapons due to the excruciating pain they inflict. These weapons are extremely difficult to dodge.

Type	Range	Keywords
1-Handed	Melee	+1 DICE

- Unwieldy: The **+1 DICE** Keyword does not apply when this Weapon is used as an Off- Hand Weapon.

Great Hammer/Maul

These are large, cumbersome weapons, often made from sturdy wood with a metal tip of steel, lead or iron of Tartarus. It takes great strength to fight with it for any length of time. They are especially suited for attacking armoured targets.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY MODIFIER, HEAVY

Great Sword/Axe

Claymores, Zweihänders and even huge battle axes are used in the trenches when bullets fail to stop quick or well-armoured targets. The strikes from these weapons can easily lop off limbs and heads.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, CRITICAL, HEAVY

Misericordia

The misericordia dagger is designed to put enemies out of their misery by finding chinks in the armour: eye slits, neck joints and every other vulnerable seam.

Type	Range	Keywords
1-Handed	Melee	-

- Despatch: This weapon has the **IGNORE ARMOUR** Keyword if the target is Down.

Polearm

Trench pikes, billhooks, spears and other long polearms are excellent defensive weapons, but are cumbersome and heavy.

Type	Range	Keywords
2-Handed	Melee	BLOCK, CUMBERSOME

Sword/Axe

Because of the martial traditions of many proud nations and due to the advances in armour technology, swords and axes are extremely popular, especially amongst elite units and officers. They are supremely useful for finishing off downed opponents and causing profusely bleeding wounds.

Type	Range	Keywords
1-Handed	Melee	CRITICAL

Trench Club

Trench Clubs are one of the most common weapons of the Great War, as melee combat is frequent and brutal. Usually made of wood with a metal tip from iron, lead or steel, trench clubs often feature spikes and hobnails. Most designs have some form of cord or leather strap at the end to wrap around the user's wrist.

Type	Range	Keywords
1-Handed	Melee	-

Trench Knife

Virtually all soldiers carry a trench knife, dagger or other kind of blade for close quarter engagements. It may lack the devastating power of a great maul or other heavier melee weapons, but this humble weapon has taken countless lives during the Great War.

Type	Range	Keywords
1-Handed	Melee	-1 DICE

Grenades

Grenades have a Range and can be used to perform a Ranged Attack even though they are not specifically a Ranged Weapon (▸ see the Core Rules). They do not count towards the number of Ranged Weapons a model can have, and a model is assumed to be carrying enough to be able to use them every Turn.

Frag Grenades

Fragmentation grenades or hand bombs are a staple of trench warfare. Usually referred to as frag grenades, they can kill the enemy underground or behind cover. They can also force the enemy into the open, providing targets for rifle and machine gun fire.

Type	Range	Keywords
Grenade	8”	ASSAULT, BLAST 2”, IGNORE COVER, IGNORE LONG RANGE, SHRAPNEL

Gas Grenades

Gas grenades are insidious weapons, attacking the lungs and other internal organs with noxious fumes. Devil alchemists of the Fifth Circle are especially clever in creating these fiendish and hated weapons.

Type	Range	Keywords
Grenade	8”	-1 INJURY DICE, ASSAULT, BLAST 3”, GAS, IGNORE ARMOUR, IGNORE COVER, IGNORE LONG RANGE

Incendiary Grenades

Incendiary grenades can set their target alight with sulphur, phosphorous or flammable gas captured from the Lake of Fire in the Seventh Circle of Hell.

Type	Range	Keywords
Grenade	8”	ASSAULT, FIRE, IGNORE COVER, IGNORE LONG RANGE

- Liquid Fire: If the Success Roll for a Ranged Attack made with an Incendiary Grenade is a Critical Success then the Injury Roll for the attack has the **IGNORE ARMOUR** Keyword.

Molotov Cocktail

Developed on the desperate Finnish battle frontier against ice demons, this improvised weapon consists of a glass bottle containing a flammable substance such as gasoline, alcohol or a napalm-like mixture plus a source of ignition.

Type	Range	Keywords
Grenade	6”	-1 INJURY DICE, ASSAULT, FIRE, IGNORE COVER, IGNORE LONG RANGE

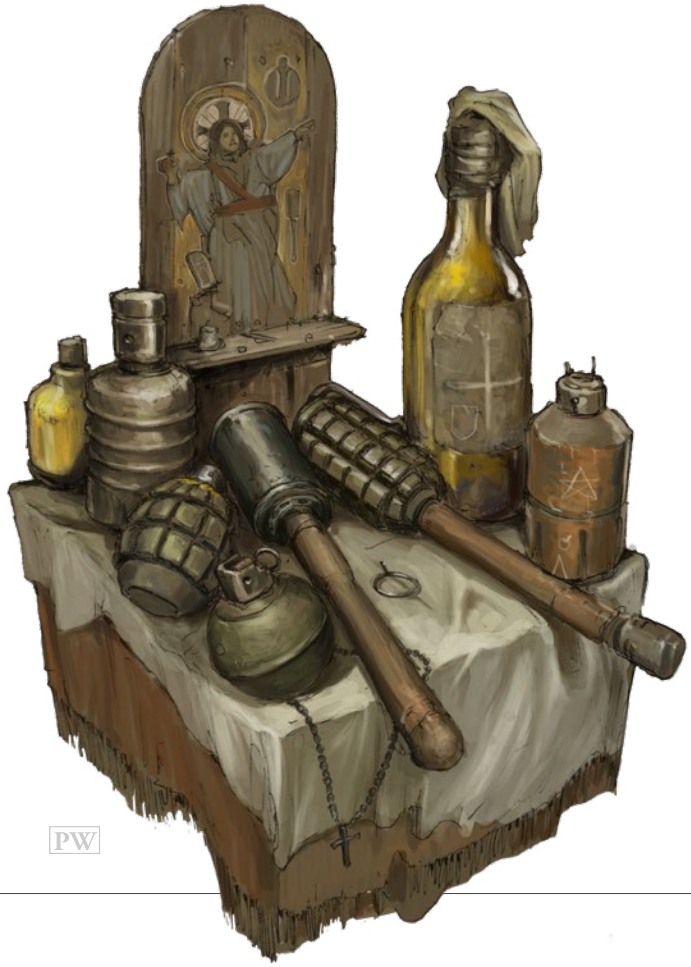
- Liquid Fire: If the Success Roll for a Ranged Attack made with a Molotov Cocktail is a Critical Success then the Injury Roll for the attack has the **IGNORE ARMOUR** Keyword.

Satchel Charge

Battlefield explosives designed to break apart enemy fortifications and to crack even the toughest of armour.

Type	Range	Keywords
Grenade	6”	+1 INJURY DICE, BLAST 3”, CONSUMABLE, HEAVY, IGNORE ARMOUR, IGNORE COVER, SCATTER

- Heavy Explosive: Once during a game, a model with a Satchel Charge can use it to make a Ranged Attack.



Shields

Keywords for Shields only apply to Injury Rolls for the model that is using the Shield (ignore them at all other times). The effect of a Shield can be combined with the effect of a suit of Armour unless noted otherwise. A Shield does not block Line of Sight to the model that is carrying it.

Trench Shield

Shields used in trench warfare are made of steel reinforced with orichalcum to allow them to withstand even high-calibre bullets, or from metal mined from Infernal bedrock and shaped in the armouries of Pandemonium, the capital of Hell.

Type	Range	Keywords
Shield	-	-1 INJURY MODIFIER

Armour

Keywords for Armour only apply to Injury Rolls for the model that is wearing the Armour (ignore them at all other times).

> Sometimes the **INJURY MODIFIER** for Armour or a Shield is listed in the Injury Modifiers Table in the Core Rules and is repeated for completeness in the Profile for the Armour or Shield as well. When this is the case, be careful not to apply the modifier more than once.

Reinforced Armour

Reinforced armour is a master-crafted suit made individually for the most important and elite troops. Each one is richly decorated and often carries the personal device of the warrior who wears it.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER

Standard Armour

With the advancements in metallurgy and technology, both Faithful and Heretic armies are well-equipped with suits of alloy armour that can withstand an impact from a bullet or turn aside the sharpest of blades. Standard armour is usually mass-produced, but highly effective even against high-calibre weapons.

Type	Range	Keywords
Armour	-	-1 INJURY MODIFIER

Equipment

Unless noted otherwise a model can have any number of pieces of Equipment, but cannot have the same piece of Equipment more than once. For example, a model could have an Iron Capirote and a Medi-kit, but could not have two Iron Capirotes or two Medi-kits.

Armour-Piercing Bullets

Advanced armour technology has forced the armouries of the Great War to forge new types of bullets. Expensive and labour-intensive to produce, these hardened tungsten rounds are more effective against battlefield armour.

Type	Range	Keywords
Equipment	-	AMMUNITION (ARMOUR-PIERCING), CONSUMABLE

Binoculars

It is quite common for officers to carry finely-crafted battlefield binoculars to survey the land ahead, spot hidden enemy troops and observe any sign of movement.

Type	Range	Keywords
Equipment	-	-

- Survey the Land: Enemy models cannot use the **INFILTRATOR** Keyword to deploy within 16” of a model with this Keyword unless they are in their own side’s deployment zone.

Blessed Icon

Small icons of saints, great angels and holy warriors are a common sight amongst the Trench Pilgrims. They are hung on rosaries, belts, or attached to portable shrines carried on the Pilgrims’ backs.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Talisman: Once during a game, when a Risky Success Roll for a model with a Blessed Icon is a Failure, you can say that the model will use its Talisman. If you do, the model’s Activation does not end.

Combat Helmet

The simple combat helmet has proven its value on the battlefield time and again.

Type	Range	Keywords
Equipment	-	NEGATE SHRAPNEL

Dum-Dum Bullets

These hollow-point bullets are far more likely to cause fatal wounds than standard ammunition.

Type	Range	Keywords
Equipment	-	AMMUNITION (CRITICAL), CONSUMABLE

Field Shrine

Holy reliquaries, blessed artefacts and sacred crosses are often carried to the battlefield to encourage the troops, while the Heretics bring idols of the Golden Calf, tortured captives or other wicked totems to bear.

Type	Range	Keywords
Equipment	-	DEPLOYABLE

A Field Shrine is represented by a terrain piece that is at least ½" high and which is mounted on a 40mm base. It is Impassable terrain.

- Site of Worship: After you deploy a model that has Field Shrine, you can also deploy their Field Shrine anywhere wholly within their deployment zone. In the Morale Phase, each friendly Field Shrine on the battlefield adds 3 to the number of models you have in your Warband that are not Down or Out of Action, up to a maximum bonus of 9 extra models. Once deployed, the model that had the Field Shrine is not considered to be carrying it for the rest of the game.
- Tear It Down!: Models can attack a Field Shrine as if it were an enemy model. If it is hit by an attack or is in the blast radius of an attack made with a Weapon that has the **BLAST** Keyword, it is removed from the battlefield and is removed from the Warband Roster (no Injury Roll is required).

Gas Mask

Mustard gas, phosgene, chlorine as well as noxious fumes from the bolgias of Hell plague the battlefield. The gas mask allows soldiers to withstand such attacks.

Type	Range	Keywords
Equipment	-	NEGATE GAS

Hellbound Soul Contract

An infernal contract signed by a Heretic and the demon who will come to collect the damned soul when death is close. The mortal signatory bursts into Infernal flames when seriously wounded.

Type	Range	Keywords
Equipment	-	-

- Fiery Exodus: If a model with a Hellbound Soul Contract is taken Out of Action, before removing it from the battlefield add **1 BLOOD MARKER** to each enemy model that is within 1" of it. Models that have the **NEGATE FIRE** Keyword are not affected by this special rule.

Holy Relic

Due to the threat to all Creation, the churches, cathedrals and basilicas have emptied their reliquaries and distributed their relics to the frontline troops to aid them in their battle against the damned.

Type	Range	Keywords
Equipment	-	BLESSED 1

Incendiary Ammunition

Developed by Aym, the great duke of Hell, these bullets set any target they hit on fire.

Type	Range	Keywords
Equipment	-	AMMUNITION (FIRE), CONSUMABLE

Infernal Brand

A Heretic who has made a holy pilgrimage into Hell itself is branded by their patron devil with an ever-burning mark. Mortal fire no longer has the power to harm them.

Type	Range	Keywords
Equipment	-	NEGATE FIRE

Martyrdom Pills

Martyrdom pills are a potent mixture of mind-altering drugs and chemicals that inure a soldier against all pain and injury. However, it takes a tremendous toll on the body.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Inured to Pain: When you deploy a model that has Martyrdom Pills you can say that they will consume them. If you do so, until the end of the game the model has the **NEGATE FEAR** Keyword. In addition, add **-1 INJURY DICE** to rolls for attacks that hit the model.

Medi-kit

Battlefield first aid has brought many soldiers back from the brink of death. Blessed ointments can seal fatal wounds completely, while the black blood of demons used by twisted Heretic medics allows mangled troops to return to the fray.

Type	Range	Keywords
Equipment	-	-

- Treat **ACTION**: A model with this Keyword can take a Treat **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, the model's Activation ends immediately. If it is a Success or a Critical Success, you can do one of the following things:
  - Remove **1 BLOOD MARKER** from the model or a friendly model within 1" of the model.
  - Stand up a friendly model that is Down and within 1" of the model.

Mountaineer Kit

This kit includes ropes, carabiners, slings, mountaineering harness and pitons to aid a soldier in overcoming almost any vertical obstacle.

Type	Range	Keywords
Equipment	-	-

- Ropes and Pitons: Add **+1 DICE** to Risky Success Rolls for friendly models with this special rule that are attempting to climb a sheer surface.

Musical Instrument

Horns, drums, trumpets, whistles, bagpipes and many other types of instruments are used extensively in the battles of the Great War. They can bolster the hearts of those facing the horrors of Hell, or they can recite terrifying hymns praising the lords of the Inferno!

Type	Range	Keywords
Equipment	-	HELD

- **Fanfare:** Add **+1 DICE** to Risky Success Rolls for friendly models that are taking a Dash **ACTION** and are within 4” of one or more models with a Musical Instrument.

Shovel

Battlefield shovels allow troops to dig in and fight from cover in virtually any battlefield.

Type	Range	Keywords
Equipment	-	-

- **Dug In:** A model equipped with a Shovel that starts the game on Open terrain has the **COVER** Keyword until it moves away from its starting position. In addition, a model equipped with a Shovel can use it as a 2-Handed Melee Weapon instead of using any other Melee Weapons it has.

Tracer Bullets

Tracer bullets allow soldiers to adjust their aim efficiently.

Type	Range	Keywords
Equipment	-	AMMUNITION (+1 DICE), CONSUMABLE

Troop Flag

Most warbands and units carry banners, flags, standards, pennants or other symbols to rally the troops.

Type	Range	Keywords
Equipment	-	LEADER, HELD

Unholy Relic

An artefact bestowed with unholy power. Examples include nephilim heads, desecrated splinters of the True Cross or mummified body parts of fallen saints and bishops.

Type	Range	Keywords
Equipment	-	FEAR

Unholy Trinket

Many Heretic Troopers carry a talisman or charm that are sold by soothsayers and imps in the Heretic domains. Such a trinket might be a skull, preserved foetus, horn of a goat, and is often covered in Goetic runes.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Talisman: Once during a game, when a Risky Success Roll for a model with an Unholy Trinket is a Failure, you can say that the model will use it. If you do, the model's Activation does not end.

CAMPAIGN RULES

These rules govern playing a series of linked games with your friends. At least 2 players are required to complete a campaign, but the more players you can muster, the better! You can also play games against players who are not part of the campaign. Rules on how to do this are explained here.

Beginning the Campaign
At the beginning of a campaign, each player must first recruit a starting Warband (▸ see Starting a Warband in Warbands of Trench Crusade). Once they have recruited their Warband, they must pick a Patron for it.

Patrons

Select a Patron for your Warband from this list. Your choice determines which skill you may select if you roll a Patron Skill result on any of the Skill Tables (▸ see Promotions and Experience).

TEMPORAL LORD

New Antioch only.

Your Patron is a powerful noble, perhaps a merchant prince, a high-ranking military officer, a minister, or even the mighty Duke of New Antioch himself. Such Patrons can help your warband's specialist training and procurement of expensive weapons.

Having a Temporal Lord as your Patron allows you to take the following Skills:

- Armour & Equipment Procurement: The cost of any Armour, Shields or Equipment worth 15 ♛ or more is reduced by 5 ♛ if a model with this Skill is part of the Warband when it is purchased. A Warband can have only one model with this Skill.
- Melee Weapon Procurement: The cost of any Melee Weapon worth 10 ♛ or more is reduced by 5 ♛ if the model with this Skill is part of the Warband when it is purchased. A Warband can have only one model with this Skill.
- Mendelist Chemicals: The opposing player cannot spend **BLOOD MARKERS** next to a model with this skill to add **+1 INJURY DICE** (they can use the **BLOOD MARKERS** to convert the roll to a Bloodbath Roll normally).
- Ranged Weapon Procurement: The cost of any Ranged Weapon or Grenade worth 20 ♛ or more is reduced by 5 ♛ if a model with this Skill is part of the Warband when it is purchased. A Warband can have only one model with this Skill.
- Sniper School: Ranged Attacks made by a model with this Skill need 1 less **BLOOD MARKER** to convert an Injury Roll roll to a Bloodbath Roll.
- Special Assault Training: Melee Attacks made by a model with this Skill need 1 less **BLOOD MARKER** to convert an Injury Roll roll to a Bloodbath Roll.

WARRIOR SAINT

Trench Pilgrims and New Antioch only.

Your Patron is a mighty saint of soldiers and warriors such as Saint George the Dragonslayer, Saint John the Warrior, Saint Jeanne d'Arc, or even Saint Michael the Taxiarch himself. Such Patrons offer great power in personal combat and divine protection on the battlefield.

Having a Warrior Saint as your Patron allows you to take the following Skills:

- Blessings of the Warrior Saint: A model with this Skill gains the **BLESSED** D3 Keyword.
- David and Goliath: Add **+1 DICE** for a Melee Attack made by a model with this Skill if the target is mounted on a 40mm or larger base.
- Dragonslayer: When you make an Injury Roll for a Melee Attack made by a model with this Skill, you can change the roll of one the D6s used for the Injury Roll to a 6.
- Endure the Suffering: A model with this Skill can suffer 1 extra Battle Scar before they are unfit for duty.
- On your Knees!: Enemy models that are Down are not allowed to stand up if a model with this Skill is within 1" of them (even if the model with this Skill is also Down).
- Warrior's Prayer **ACTION**: A model with this Skill can take a Warrior's Prayer **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, nothing happens and the model's Activation ends. If the roll is a Success or Critical Success, the model has the **FEAR** Keyword until the end of the Turn, and you can remove up to **1 BLOOD MARKER** from the model.

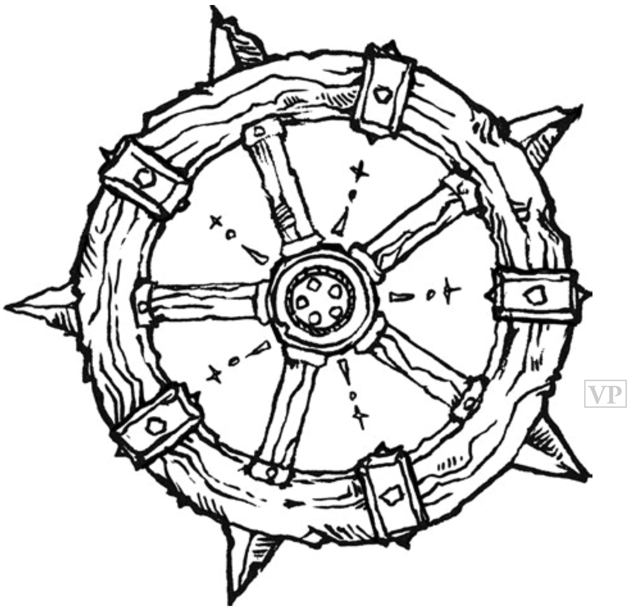
LEARNED SAINT

Trench Pilgrims and New Antioch only.

Your Patron is a great teacher, such as Saint Patrick, Saint Thomas Aquinas or Saint Methodius. Such Patrons illuminate the paths of planning, science, strategy and organisational skills.

Having a Learned Saint as your Patron allows you to take the following Skills:

- Favoured by God: At the end of each game, your Warband gains 1 additional ⊛ for each model with this Skill on the battlefield.
- Healing Arts: You can re-roll the result on the Trauma Chart (▸ see Trauma Step) for a model with this Skill.
- Knowledge of Sciences: The limit of one item of Battlekit (excluding Glory Items) is increased by 1 if a model with this Skill is part of the Warband. Choose the Battlekit the bonus will apply to and write down your choice on your roster. A Warband can have only one model with this Skill.
- Logistical Skills: A Warband that includes a model with this Skill can increase any Limits on the number of models it can include by 1, as long as the model does not have the **ELITE** Keyword, is not mounted on a 50mm or larger base, and is not a Mercenary. For example, if the Warband Entry for a model in the Warband had a limit of 0-2, the limit would be increased to 0-3. If the model with this Skill is killed or otherwise removed from the Warband, models in excess of the normal limits can be kept, but new models cannot be added to the Warband in excess of the normal limits. A Warband can only have 1 model with this Skill.
- Pennies from Heaven: At the end of each game, your Warband gains D6x5 additional ● for each model with this Skill that is on the Battlefield.
- Walk with God: Pick one Skill from any Skill Table available to the model, including any Exploration Skill, and give it to this model.



INFERNAL NOBLE

Heretic Legions & The Court of the Seven-Headed Serpent only.

Your Patron is one of the Fallen, a mighty devil noble such as Baal, Balam, Zepar, Astaroth or Gusion. Such Patrons bestow magical powers, reward evil deeds and enhance the power of sins.

Having an Infernal Lord as your Patron allows you to take the following Skills:

- 30 Pieces of Silver: At the end of each game, your Warband gains D6x5 ♛ for each model with this Skill that is on the battlefield.
- Blessed Murder: If a Melee Attack made by a model with this Skill takes an enemy model Out of Action, place **1 BLESSING MARKER** next to the model with this Skill.
- Blood Sacrifice **ACTION**: A model with this Skill can take a Blood Sacrifice **ACTION**. If it does so, take a Success Roll for the model. On a Success or Critical Success, you can remove **1 BLOOD MARKER** from the model and place it next to any other model that is within 6” of the model taking the Blood Sacrifice **ACTION**, in their line of sight, and which does not have the **ARTIFICIAL**, **BLACK GRAIL** or **DEMONIC** Keywords.
- Hellfire **ACTION**: A model with this Skill can take a Hellfire **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, nothing happens and the model’s Activation ends. If the roll is a Success or Critical Success, pick a friendly model that is within 18” of the model carrying out the Hellfire **ACTION** and in their line of sight. Then draw a straight line 1mm wide between the closest points of the bases of the two models, and make an Injury Roll with the **FIRE** Keyword for each model (friend or foe) that is crossed or reached by the line, including the friendly model that you picked but not including the model taking the Hellfire **ACTION**.
- Lash of Acheron **ACTION**: A model with this Skill can take a Lash of Acheron **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, nothing happens and the model’s Activation ends. If the roll is a Success or Critical Success, you can make an Injury Roll with the **IGNORE ARMOUR** Keyword for 1 enemy model that is within 6” of the model taking the Lash of Acheron **ACTION** and in their line of sight.
- Sadistic: Add **+1 DICE** and **+1 INJURY DICE** to Melee Attacks made by a model with this Skill if the target model is Down.

SUBLIME GATE

Iron Sultanate only.

Your Patron is one of the high-ranking nobles of the Sultanate such as an emir, pasha, vizier or even the Sultan himself. Such Patrons bestow martial prowess, access to exotic weapons, armour, superior training and of course, the favour of the Sultan.

Having the Sublime Gate as your Patron allows you to take following Skills:

- Güreş: Add **+1 DICE** and **+1 INJURY DICE** to Melee Attacks made by a model with this Skill if the target model is Down. In addition, you can ignore the **-1 DICE** modifier to Success Rolls for a model that is Down if the model has this Skill.
- Imported Wares: You can purchase 1 Weapon or 1 suit of Armour from the New Antioch Armoury for a model with this Skill in the following Quartermaster Step. Choose the Weapon or suit of Armour and write down your choice on your Warband Roster. If this item is lost for any reason during the campaign, you can repurchase it.
- Janissary Training: If the first **ACTION** a model with this Skill makes during their Activation is a Charge, add **+1 DICE** to Melee Attacks made by the model for the rest of the Activation. Additionally, a model with this Skill has the **IGNORE OFF-HAND WEAPON** Keyword.
- Rightly Guided: At the start of the game, after deployment, you can pick **1 ACTION** apart from Charge, Shoot or Fight that requires that an enemy model is chosen as the target of the **ACTION** or is picked to be affected by the **ACTION**. For the rest of the game, the model with this Skill cannot be chosen as the target of that **ACTION** and cannot be picked to be affected by that **ACTION**.
- Sultan's Favour: A Warband that includes a model with this Skill can increase any limits on the number of models it can include by 1, as long as the model does not have the **ELITE** Keyword, is not mounted on a 50mm or larger base, and is not a Mercenary. For example, if the Warband Entry for a model in the Warband had a limit of 0-2, the limit would be increased to 0-3. If the model with this Skill is killed or otherwise removed from the Warband, models in excess of the normal limits can be kept, but new models cannot be added to the Warband in excess of the normal limits. A Warband can only have 1 model with this Skill.
- Sword of Allah: You can choose 1 Skill from the Melee & Strength Skills Table for a model that has the Sword of Allah Skill.

THE ORDER OF THE FLY

Black Grail only.

Your Patron is a powerful infernal noble of the Order of the Fly, such as Enlil, Prince Vassago or even Beelzebub the Lord of the Flies himself. Through you, these putrid and mighty devils unleash a tidal wave of corruption upon the mortal world.

Having the Order of The Fly as your Patron allows you to take following Skills:

- Cockroach Vitality: The opposing player cannot spend **BLOOD MARKERS** next to a model with this Skill to add **+1 INJURY DICE** for a Melee or Ranged Attack.
- Deceit of Beelzebub **ACTION**: A model with this Skill can take a Deceit of Beelzebub **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, nothing happens and the model's Activation ends. If the roll is a Success or Critical Success, pick an enemy model within 8" of the model taking the Deceit of Beelzebub **ACTION**, and then swap the position of the two models. You must place each model so that the centre of its base is at the location that was previously occupied by the centre of the base of the model they are swapping positions with. If this is impossible for any reason (e.g. because Impassable terrain or another model gets in the way), the two models remain in their original locations.
- Eyes of the Fly: A model with this Skill has the **IGNORE COVER** and **IGNORE LONG RANGE** Keywords.
- Grail Plague: At the start of each game, after deployment, for each model with this Skill that is on the battlefield, you can place **1 INFECTION MARKER** next to an enemy model that does not have the **BLACK GRAIL** Keyword.
- Knight of the Flies: Add **-1 DICE** to rolls for Ranged Attacks that target a model with this Skill.
- Wings of the Fly: A model with this Skill gains the **FLYING** Keyword if it doesn't already have it.

MAMMON

Heretic Legions or Court of the Seven-Headed Serpent (Greed Warband) only.

Your Patron is Mammon, the Prince of Greed, the Treasurer of Hell, and the King of Fools. He appears as a golden-skinned king on an opulent throne, with black scorch marks tarnishing his splendour. He is the most popular Patron amongst mortals.

Having Mammon as your Patron allows you to take following Skills:

- Aureate Skin: The model with this Skill is granted the splendid (yet tarnished) golden skin of their Patron, and their blood turns into molten gold. Each time you place a **BLOOD MARKER** next to a model with this Skill, add 5 ● to your treasury.
- Crooked Dice: Once per game, you can re-roll all of the dice used for a Success Roll for a model with this Skill, or you can re-roll all of the dice used for an Injury Roll for an attack made by a model with this Skill.
- Eternal Debt: The Wretched of this Warband are never lost as casualties, for their heads (kept as surety by Mammon) are used to regrow the lost bodies. All Wretched models in a Warband that includes a model with this Skill will automatically make a full recovery after the battle if they are taken Out of Action.
- Money Can Buy Anything: The limit of one item of Battlekit (excluding Glory Items) is increased by 1 if a model with this Skill is part of the Warband. Choose the Battlekit the bonus will apply to and write down your choice on your roster. A Warband can have only one model with this Skill.
- Plutocracy: When you take this Skill for a model, it can immediately form a **FIRETEAM** with 1 other model from your Warband that does not have the **ELITE** Keyword. Both of the models gain the **FIRETEAM** Keyword. In addition, if the two models take a simultaneous Activation, then you can treat all Risky Success Rolls they take during the Activation as normal Success Rolls.
- Unsecured Loan: You can add 100 ● to your Strongbox when you take this Skill for a model in your Warband. The ● are only gained once, when the Skill is chosen.

THE ANTIPOPE OF AVIGNON

Black Grail only.

Your Patron is the Antipope of Avignon, the high priest of the Cult of the Black Grail. Whereas most strains of the Black Grail infect the body, the variant spread by Missionaries of Beelzebub targets the mind above all. This is why Apostles of the Fly are disturbingly effective at winning new converts to their cause despite the obvious ruin that follows devotion to the Lord of the Flies.

Having the Antipope of Avignon as your Patron allows you to take following Skills:

- Beelzebub's Wisdom: Infested with the Black Grail, the head of this warrior is distended and liquid matter oozes out of its many trepanned holes; it is such a disgusting sight that enemy warriors often hesitate to draw close to the foul creature. If a model with this Skill is chosen by an enemy model as the target of a charge, the enemy model does not receive a Charge Bonus and must make the charge using only its Movement Characteristic.
- Eye of Beelzebub **ACTION**: The overwhelming mental pressure of this emissary of Beelzebub overwhelms any mind. A model with this Skill can take an Eyes of Beelzebub **ACTION**. If it does so, take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success or Critical Success, pick an enemy model that is within 24" of the model taking the Eye of Beelzebub **ACTION**, in Cover, and which is not within 1" of any models from your Warband. Your opponent must then move that model 1", so that it is still in the line of sight of the model taking the **ACTION** but is no longer in Cover, and so that it is more than 1" away from any models from your Warband. If this is impossible for any reason, the enemy model is not moved.
- Feast on Disease: If the target of a Melee Attack made by a model with this Skill has 1 or more **INFECTION MARKERS**, then it costs 1 less **BLOOD MARKER** or **INFECTION MARKER** to convert an Injury Roll into a Bloodbath Roll.
- Infect the Mind: At the start of each game, after deployment, for each model with this Skill that is on the battlefield, you can pick an enemy model and move it 6" in the same way as if it were carrying out a Move **ACTION** (it cannot Charge).
- Silvered Tongue **ACTION**: A model with this Skill can take a Silvered Tongue **ACTION**. If it does so, take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success or Critical Success, pick an enemy model that is within 1" of the model taking the Silvered Tongue **ACTION**. The model you pick must make a Melee Attack against itself. If the enemy model has more than 1 Melee Weapon, you can choose which one it uses. The enemy model will only attack itself once, even if it is capable of attacking several times.
- Swine Hybrid: Add 2" to the Movement Characteristic of a model with this Skill.

Campaign Games

Once you have picked your Warband's Patron, you are ready to start the campaign! A campaign is played by linking together the individual games that you play. You can play a campaign game against any of the other players that are taking part; all you need to do is arrange a time and place for the game, get together, and then select the scenario you are going to play (▸ see Selecting a Campaign Scenario), and then play the game using the normal rules. After the game you carry out a Campaign Phase where you find out the fate of models that were taken Out of Action, see if any models have gained new Skills, explore the region where the campaign is taking place, and use any loot you have captured to recruit more models for your Warband.

Once you have played 11 campaign games in total you can play no more until all the other players have played 11 games as well. Once all of the players have played 11 games, they must each play a final 12th game against one of the other players, using The Great War scenario. After all of the players have played 12 games in total, the winner of the campaign can be determined as described below.

If the campaign has an odd number of players, then one of the players will need to play an extra 13th game against the odd player. The player who plays the extra game can choose to use the result of the 12th game or the result of the 13th game (not both!) when they work out their Campaign Victory Points.

Winning the Campaign

In a campaign you score Campaign Victory Points for each game that you play:

- The winner of the game scores +15 Campaign Victory Points
- The loser of the game scores +7 Campaign Victory Points
- In a draw, both players score +10 Campaign Victory Points

Keep track of the Campaign Victory Points you have scored on your Warband Roster. At the end of the campaign, the player with the most Campaign Victory Points is the winner. In the case of a tie, all tied players are joint winners.

Latecomers to Campaign

Players may want to join a campaign that is already in progress. This is fine; the latecomer's Warband can be recruited using the Warband Threshold Value of the player who has played the most games in the campaign, and the latecomer also receives 4 Experience points for each game that the top player has played. These Experience points can be divided between **ELITE** models as the latecomer sees fit.

SELECTING A CAMPAIGN SCENARIO

If you wish you can increase or lower the number of games that must be played before you reach the Final Battle scenario; for example you might want to lower the number of games to 4 or 5, which will give you the chance to finish a campaign over the course of a single weekend, or increase it to 23 and say that each player must play 2 games a month, with the final battle taking place after a year of play!

To determine which scenario you will use for a campaign game, count up how many games you have played in the campaign thus far, and then roll on the appropriate Campaign Scenario table below to pick the scenario that will be used. If one player has played more games than the other, then the greater number is used to decide which table to roll on.

Pick & Choose Option

Some scenarios require special terrain pieces or a large table, which the players may not always have available. Because of this, after randomly generating a scenario to play, if both players agree they can swap the scenario they rolled for another one from the same table.

Early Campaign (Games 1-3)

Roll a D6 to determine which scenario to play:

1	▸ Claim No Man's Land
2	▸ Hunt for Heroes
3	▸ The High Ground
4	▸ Relic Hunt
5	▸ Supply Raid
6	The player who has played fewer games chooses one of the scenarios listed above. If tied, roll-off and the winner chooses.

Mid-Campaign (Games 4-8)

Roll a D6 to determine which scenario to play:

1	▸ Hunt for Heroes
2	▸ Armoured Train
3	▸ Trench Warfare
4	▸ Claim No Man's Land
5	▸ Dragon Hunt
6	The player who has played fewer games chooses one of the scenarios listed above. If tied, roll-off and the winner chooses.

Endgame (Games 9-11)

Roll a D6 to determine which scenario to play:

1	▸ Trench Warfare
2	▸ Dragon Hunt
3	▸ From Below
4	▸ Fields of Glory
5	▸ Don't Breathe
6	The player who has played fewer games chooses one of the scenarios listed above. If tied, roll-off and the winner chooses.

Final Battle (Battle 12)

▸ The Great War

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CAMPAIGN FORCES

The models you use in a campaign game are called a Force. Sometimes you will use all of the models in your Warband as your Force, but sometimes the Threshold Value and Field Strength of your Warband will mean you cannot use all of the models you have available.

Warband Threshold Value & Field Strength

As you play the campaign, word of your Warband's deeds on the battlefield spreads and attracts the attention of your superiors who will allocate more troops and resources to your disposal, and make greater reinforcements available to you. This is represented by your Warband's Threshold Value and Field Strength. Note that when your Warband's Threshold Value and Field Strength rises, you are not automatically granted any additional troops or equipment. You must either call for Reinforcements or recruit more models for your Warband (▸ see Campaign Phase).

Threshold Values: Your Warband's Threshold Value is shown on the Warband Threshold Table below, and increases after each game that you play. The total Cost of all the models you use for a Force (including Battlekit, upgrades that are paid for in ●, and any discounts they receive to their Cost) must be less than or equal to your Warband's Threshold Value.

Field Strength: Your Warband's Field Strength is shown on the Warband Threshold Table below, and increases after each game that you play. When you play a campaign game, the number of models you include in your Force cannot be greater than your Warband's Field Strength. If a scenario limits the number of models that can be used by one or both sides, and the limit is less than your Field Strength, then limit from the scenario takes precedence over Field Strength and is used instead of it. When you're working out the number of models in your Warband, only include models that have a Warband Entry; models that represent pieces of Battlekit or a Glory Item are not included.

Your Warband's Threshold Value and/or its Field Strength may mean that you cannot take all of the models that are on your Warband Roster. When this is the case any models you do not use will have to sit the game out; they will not earn any experience and cannot influence the game in any way.

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WARBAND THRESHOLD TABLE

Game	Threshold Value	Field Strength
1	700	10
2	800	11
3	900	12
4	1000	13
5	1100	14
6	1200	15
7	1300	16
8	1400	17
9	1500	18
10	1600	19
11	1700	20
12	1800	22

GLORIOUS DEEDS

Every Trench Crusade scenario includes a list of Glorious Deeds that can be carried out by a model during the game. In a campaign, you should keep track of which of your models have carried out any Glorious Deeds in each game. Each Glorious Deed can only be carried out once per game, but can be carried out several times in different games over the course of a campaign.

Carrying out a Glorious Deed does 4 things:

- You receive 1 Victory Point towards deciding which side wins the game.
- Models with the **ELITE** Keyword that carry out any Glorious Deeds receive 1 Experience Point (▸ see Experience).
- You gain 1 ⊛ (▸ see Glory Points).
- You can add 1 D6 to your Promotion Pool after the game for each Glorious Deed that was carried out (▸ see Promotions).

GLORY POINTS ⊛

Each time you carry out a Glorious Deed in a campaign, your Warband gains 1 ⊛. The more ⊛ your Warband has, the greater its reputation and fame. Record the ⊛ your Warband gains in the ⊛ box on your Warband Roster.

You can spend ⊛ in the Quartermaster Step of the Campaign Phase (▸ see Quartermaster Step) to purchase Battlekit or models from your Faction List that have a Cost in ⊛ rather than ●. You can also spend ⊛ in the Quartermaster step to purchase Glory Items for your Warband (▸ see Purchase Glory Items) or recruit Mercenaries for your Warband (▸ see Mercenaries in Warbands of Trench Crusade).

Adjust the number of ⊛ you have on your Warband Roster to reflect how many points you spent. For example, if you had 5 ⊛ on your roster and spent 3, you must adjust the number of ⊛ on your roster to show that you only have 2 ⊛ left.

Note that you do not have to spend all of your ⊛ in the Quartermaster Step, and can hold onto some or all of your ⊛ if you wish to. Doing this will allow you to save them up, so you can purchase an especially expensive and valuable item or model in a future Campaign Phase.

One-off Games

Glory Points are usually earned as part of a campaign and spent in the Quartermaster Step. However, if you and your opponent have decided to play a one-off game (▸ see One-off Games), you can agree to allow the use of ⊛ when you create the Warband for the one-off game.

If you do so, the ⊛ can be used in the same way as they would in the Quartermaster step, and can be spent to include Battlekit or models that have a Cost in ⊛, or to include Mercenaries.

Campaign Phase

When you finish a campaign game, you and your opponent must carry out a Campaign Phase. During the Campaign Phase you will find out what happened to any models from your Warband that were taken Out of Action during the game and if any models have earned Promotions or learned new Skills. You also get the chance to explore the territory near the battlefield in search of loot, buy new Battlekit, and recruit new models into your Warband.

CAMPAIGN PHASE STEPS

To carry out a Campaign Phase you must go through the following Campaign Phase Steps in the order that they appear below:

- Trauma Step: Check to see what has happened to any models that were taken Out of Action during the game.
- Promotions & Experience Step: Promote models, record Experience Points and check to see if any models in your Warband have learnt new Skills (▸ see Promotions & Experience Step).
- Reinforcements Step (Optional): If your Warband has suffered heavy losses, you can call for reinforcements. However, if you do so you will not be able to Explore or visit the Quartermaster, so it is not a decision to be taken lightly (▸ see Reinforcements Step).
- Exploration Step: Roll to see what your Warband discovers in the area they are currently occupying (▸ see Exploration Step).
- Quartermaster Step: You can add new recruits to your Warband, hire Mercenaries, and sell, purchase and reallocate the Battlekit for your Warband.
- Roster Step: Update your Warband Roster. You are now ready for the next game!

Disbanding a Warband

You may disband your Warband at the end of any game and start again with a completely new one. Start your new Warband as if you were a latecomer to the campaign (▸ see Latecomers to Campaign).

Trauma Step

In this step of the Campaign Phase you must find out what happened to models that were taken Out of Action during the game. If the model is **ELITE** this determines what injuries they sustained. For other models this determines whether or not they die from their wounds. If injuries result in a model being removed from your Warband Roster, all of its Battlekit is lost unless stated otherwise.

Troops

Troops are any models in your Warband that do not have the **ELITE** Keyword. You must make a Survival Roll for each Troop model from your Warband that was taken Out of Action during a game by rolling a D6. On a roll of 1-2, they are dead or very badly wounded, and you must remove them from your Warband Roster. On a roll of 3 or more, they survived the battle and can fight on as normal.

Elite Models

After rolling for any Troops, you must make a D66 roll for any **ELITE** models from your Warband that were taken Out of Action during the game. A D66 roll is made by rolling two D6s, one after the other, counting the first roll as tens and the second roll as units. For example, if you rolled a 3 followed by a 4, the D66 roll would be 34. Look up the D66 roll on the Trauma Table to see what Injury the model has suffered (if any).

Models Killed in Action

When a model is killed all its Battlekit is lost in the ruinous tumult of the battlefield. It is not possible to reallocate fallen warriors' Battlekit once they die.

Battle Scars

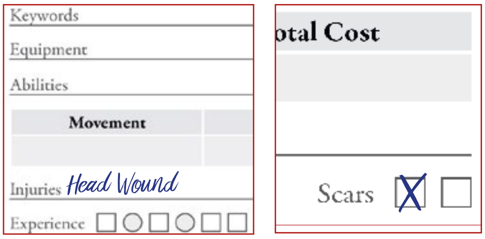
Unless stated otherwise, each time an **ELITE** model is taken Out of Action, they receive a Battle Scar. Mark the number of Battle Scars a model has received on your Warband Roster.

Unfit for Duty

When a model receives their third Battle Scar, the cumulative effect of their injuries makes them unfit for further combat duty and they are sent back home. Remove the model from your Warband Roster. You can add their Battlekit and Glory Items to the Arsenal on your Warband Roster, unless it has a rule that says it cannot be removed from the model.

Recording Injuries & Battle Scars

You must record the injuries and Battle Scars suffered by the models in your Warband on your Warband Roster. Unless stated otherwise a model can only suffer each type of injury once. If a model receives the same injury a second time, make the D66 roll for the model again until you roll a result on the Trauma Table that can be used.



Keywords
Equipment
Abilities
Movement
Injuries Head Wound
Experience ☐ ○ ☐ ○ ☐ ☐

otal Cost
Scars ☒ ☐

TRAUMA TABLE

D66 Roll	Injury
11 Dead	The wound proved to be fatal. Remove the model and its Battlekit from your Warband Roster.
12 Captured	The enemy captures the model. Before continuing the Trauma Step, you and your opponent from the game can negotiate a ransom price in ♛ for the release of the model. If the ransom is not paid, the captured model is executed – remove them from your Warband Roster. If the ransom is paid, transfer the ♛ from your Strongbox to your opponent's, and treat this result as a Full Recovery. Continue with the Trauma Step after resolving the outcome of the ransom.
13 Severe Nerve Damage	All Success Rolls you take for this model are treated as being Risky Success Rolls, unless they are Risky Success Rolls already, in which case there is no additional penalty.
14 Hand Wound	Randomly determine which hand has been injured. Add **-1 DICE** to rolls for attacks made for this model with a Melee Weapon that is held (or jointly held) by the injured hand.
15 Lost an Eye	Add **-1 DICE** to rolls for Ranged Attacks made for this model. If this model receives this injury for a second time, they are blinded and you must remove them from your Warband Roster instead of re-rolling the result. Treat this injury as a Full Recovery if it is inflicted on a Sniper Priest.
16 Chest Wound	Add **+1 INJURY DICE** to Injury Rolls for attacks that target this model.
21 Insomniac	This model must always be the first model you deploy in any game it takes part in, and loses the **INFILTRATOR** Keyword if it has it.
22 Head Wound	This model can no longer gain Experience Points. You can assign Promotion Dice to this model as if it were a Troop in the Promotions and Experience Step. If one of its assigned Promotion Dice rolls a "6", it regains the ability to gain Experience Points, although the Battle Scar remains.
23 Shell-shocked	Roll a D6 the first time this model is deployed during a game. On a 1-2, add **-1 DICE** to rolls for this model for the rest of the game.
24 Dark Memory	Write down the name of the Warband from the game where this injury was received. Add **-1 DICE** to rolls for Melee Attacks made by this model if the target is a model from the Warband you have written down.

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25 Paranoid	This model cannot be deployed within 8" of a friendly model. Friendly models can be deployed within 8" of this model after it has been deployed.
26 Lost Arm	This model cannot use Battlekit that requires 2 hands, and can only use one piece of Battlekit that requires 1 hand.
31 Leg Wound	Subtract 2" from this model's Movement Characteristic. In addition, add **-1 DICE** to the Risky Success Roll for this model when it takes a Dash **ACTION**.
32 Expensive Treatment	The model's wounds require constant treatment. Before you can deploy this model, you must deduct 10 ● from your Warband's Strongbox. This payment does not count towards your Warband's Threshold Value.
33 Possessed	When this model is Activated, if it is more than 1" from any enemy models the first **ACTION** that it takes must take a Dash **ACTION**, even if another rule states that it cannot take a Dash **ACTION**. In addition, the first 3" of this move must be in a straight line directly away from its starting position, if it is possible for it to do so. If the model is Down at the start of the Activation, it will stand up if it can do so and must then attempt to move 3" in a straight line away from its starting position.
34 Muscle Damage	This model cannot have Battlekit that has the **HEAVY** Keyword. Any that it has when the Injury is suffered is lost.
35 Minor Wound	This model cannot be used in the next game.
36 Robbed	All of the model's Battlekit is lost, unless it is Battlekit that cannot be lost or removed during a campaign. It does not receive an Injury or a Battle Scar.
41-63 Full Recovery	The model has survived the battle with no ill effects. It does not receive an Injury or a Battle Scar.
64 Hardened	This model gains the **NEGATE FEAR** Keyword. It does not receive an Injury or a Battle Scar.
65 Bitter Lessons	This model gains D3 extra Experience Points. It does not receive an Injury or a Battle Scar.
66 Prominent Scar	Write down the name of the Warband from the game where this injury was received. Add **+1 DICE** to rolls for Melee Attacks made by this model if the target is a model from the Warband you have written down. It does not receive an Injury or a Battle Scar.

Promotions & Experience Step

In this step, first of all you can attempt to Promote one or more of the Troops in your Warband to **ELITE** status, and then **ELITE** models can use the Experience they gained to learn new Skills.

PROMOTIONS

In a campaign you can Promote the Troops in your Warband up to **ELITE** status, by using the following rules. Troops are any models in your Warband that do not have the **ELITE** Keyword.

The Promotion Pool

To see how many Troop models you are allowed to Promote, you must first create a Promotion Dice Pool. The Promotion Dice are assigned to Troop models in your Warband, and if at least one of them rolls a 6, then the model is Promoted and gains the **ELITE** Keyword.

Your Promotion Dice Pool is made up of 1D6, plus 1D6 for each Glorious Deed that was carried out during the game by any model from your Warband. Note that the Glorious Deeds can have been carried out by any model in your Warband, not just Troops models. In addition, some Skills and Glory Items allow you to add more dice to the Promotion Dice Pool.

Assign Promotion Dice

After you have filled the Promotion Dice Pool, you must assign the dice in the pool to the Troop models in your Warband that can be Promoted. You cannot assign a 3rd dice to the same model until all Troop models in your Warband have at least 2 dice each, or assign a 4th dice until all Troop models have at least 3 dice each, and so on. Any Promotion Dice not assigned are lost.

Roll Promotion Dice

Next you must roll the Promotion Dice you have assigned to your models. Roll the dice you assigned to a model one at a time, in any order that you choose. As soon as one of the dice rolls a“6”, stop rolling for that model, and Promote the model you were rolling for as described next. Then roll for the next model you assigned Promotion Dice to, and so on. If you roll all of the dice without a model being Promoted, then make a note on your Roster of how many dice you have rolled in a row without getting a Promotion. Once the total reaches 5 dice, then the next roll (the 6th one), is automatically considered to be a 6.

Promoting a Model

When a Troop model receives a Promotion, they immediately gain the **ELITE** Keyword and they are considered to be an Elite model from then on, including for the rest of the Promotions and Experience Step. Cross out their old entry on your Warband Roster and write a new one for them in the Elite Models section. They begin with 0 Experience Points, but will gain at least 1 due to surviving the game after which they were Promoted.

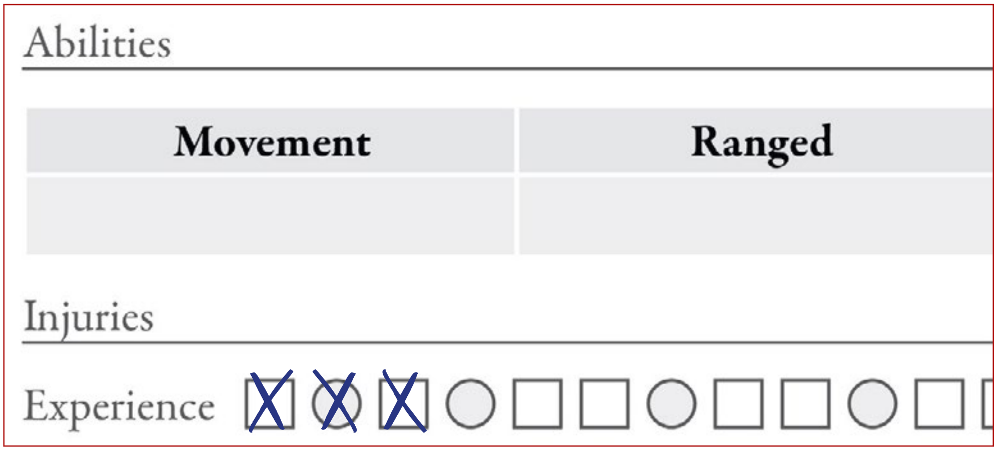
Maximum Elites

Ignore the Promotion step completely if there are already 6 or more models with the **ELITE** Keyword in your Warband at the start of the Promotions & Experience Phase, and stop rolling for Promotions when a successful Promotion Roll means that you have 6 models with the **ELITE** Keyword in your Warband.

Experience

After making any Promotions, each **ELITE** model that took part in a game and survived will gain 1 Experience Point, even if they were taken Out of Action. Any **ELITE** model that performed at least one Glorious Deed gains a second Experience Point (no matter how many Glorious Deeds they carried out).

Record the Experience Points the **ELITE** models in your Warband have earned on your Roster Sheet, by checking off one Experience box per point, from left to right, starting with the top row; when you reach a box that is a circle, you can make an Advancement Roll for the model.



Abilities

Movement	Ranged

Injuries

Experience ☒ ⊗ ☒ ○ ☐ ☐ ○ ☐ ☐ ○ ☐

Advancement Rolls

To make an Advancement Roll for a model, you must do the following things:

1. Pick two of the Skill Tables to roll on.
2. Roll 2D6 for each of the tables, and look up the roll to see which Skills are available for the model to learn (▸ see Skills Tables).
   a. If you roll a Skill that the model already has, use the next lowest Skill from the table that the model does not have instead. If the model has all of the lower Skills from the table, use the next highest one.
   b. If a Patron Skill is rolled, use one of the Patron Skills for the Patron you picked for your Warband (▸ see Patrons).
3. Pick one of the two Skills for the model to learn and record it for the model on your Warband Roster.

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Models That Cannot Be Promoted

Not all of the models in your Warband can be Promoted. This could be due to their inherent limitations, being machines, lack of access to training and/or necessary equipment, and so on.
The following models cannot be Promoted to **ELITE** status.

The Principality of New Antioch
-

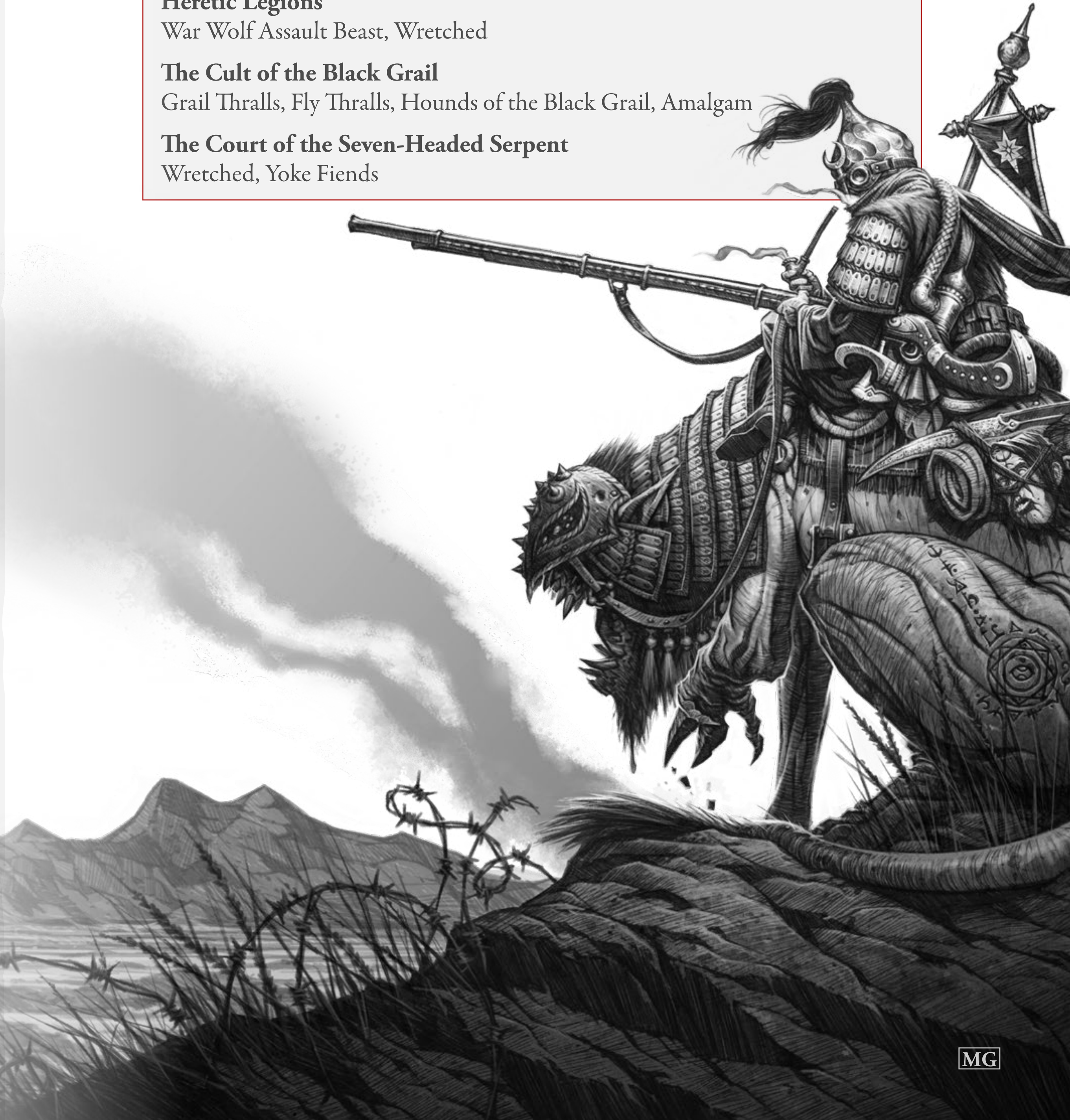
Trench Pilgrims
Ecclesiastic Prisoners, Anchorite Shrine

The Sultanate of the Iron Wall
-

Heretic Legions
War Wolf Assault Beast, Wretched

The Cult of the Black Grail
Grail Thralls, Fly Thralls, Hounds of the Black Grail, Amalgam

The Court of the Seven-Headed Serpent
Wretched, Yoke Fiends



MELEE & STRENGTH SKILLS TABLE

2D6	Skill
2	Patron Skill: Pick one of the Skills offered by your Patron.
3	Stand Firm: The first time a model with this Skill suffers a Down result on the Injury table, it is treated as a Minor Hit result instead.
4	Parry: Add **-1 DICE** to Success Rolls for Melee Attacks that target a model with this Skill.
5	Close Quarters Combat: Add **+1 DICE** and **+1 INJURY DICE** to rolls for Melee Attacks made by a model with this Skill if it is in contact with a terrain piece.
6	Relentless Charge: Add **+1 DICE** to rolls for Melee Attacks made by a model with this Skill if it successfully charged earlier in the same Activation.
7	Melee Proficiency: Add **+1 DICE** to the Melee Characteristic of a model with this Skill.
8	Strength of Samson: Add **+1 INJURY DICE** to rolls for Melee Attacks using a Melee Weapon made by a model with this Skill. In addition, a model with this Skill has the **STRONG** keyword.
9	Hard as Nails: The first time a model with this Skill suffers a Down result on the Injury table, it is treated as a No Effect result instead.
10	Surgical Strike: Once per Activation, before you make an Injury Roll for a Melee Attack made by a model with this Skill, you can say that the roll has the **IGNORE ARMOUR** Keyword.
11	Champion: Melee Weapons that do not have the **CLEAVE** Keyword which are used by a model with this Skill gain the **CLEAVE 2** Keyword. In addition, add **-1 DICE** to the Success Roll for the second Melee Attack made with each Melee Weapon that gains the **CLEAVE** Keyword.
12	Patron Skill: Pick one of the Skill offered by your Patron.

RANGED SKILLS TABLE

2D6	Skill
2	Patron Skill: Pick one of the Skills offered by your Patron.
3	Hunter: Ranged Attacks made by a model with this Skill have the **IGNORE COVER** Keyword.
4	Gunslinger: The following rules apply to a model with this Skill if it is armed with Ranged Weapons with the **PISTOL** Keyword. ⌖ If it is equipped with 2 Weapons with the **PISTOL** Keyword, it can take a Shoot **ACTION** with one and then immediately take a Shoot **ACTION** with the other. ⌖ Add the **ASSAULT** and **IGNORE OFF-HAND WEAPON** Keywords to any weapons that have the **PISTOL** Keyword (unless they have them already).
5	Far Shot: Add 6” to the Range of the following Weapons when they are used by a model that has this Skill: ⌖ Any Weapon with the **PISTOL** Keyword. ⌖ Any Weapon which has the word “Rifle” as part of its name (i.e. a Bolt Action Rifle, Assault Rifle etc). ⌖ Any Weapon which has either the word “Jezzail” or “Arquebus” as part of its name.
6	Sharp Eyes: Ranged Attacks made by a model with this Skill have the **IGNORE LONG RANGE** Keyword.
7	Ranged Proficiency: Add **+1 DICE** to the Ranged Characteristic of a model with this Skill.
8	Sniper’s Nest: Add **+2 DICE** to rolls for Ranged Attacks made with the Elevated Position modifier by a model with this Skill instead of **+1 DICE**.
9	Point Blank: When a model with this Skill makes a Melee Attack, it can use a Ranged Weapon and its Ranged Attack Characteristic instead of a Melee Weapon and its Melee Attack Characteristic. It must still be within 1” of the target model to make the attack. It can also use the Ranged Weapon to make a Ranged Attack during the same Activation if it has the **ASSAULT** Keyword.
10	Hip Shot: Ranged Weapons used by a model with this Skill count as having the **ASSAULT** Keyword unless they already have it.
11	Headshot: Ranged Attacks made by a model with this Skill have the **IGNORE ARMOUR** Keyword if the attack was a Critical Success.
12	Patron Skill: Pick one of the Skills offered by your Patron.

STEALTH & SPEED SKILLS

2D6	Skill
2	Patron Skill: Pick one of the Skills offered by your Patron.
3	Sixth Sense: If a model with this Skill suffers a Down result on the Injury table, it is treated as a Minor Hit result instead if the model does not have any **BLOOD MARKERS**. If the model also has the **TOUGH** Keyword, once per game it can use the Keyword to change an Out of Action result to a Down result, and then use this Skill to change the Down result to No Effect.
4	Assassinate: Add **+1 DICE** to rolls for attacks made by a model with this Skill if the target has not yet been Activated this Turn.
5	Shadow Walker: Add **-2 DICE** to rolls for Ranged Attacks that target a model with this Skill at Long Range instead of **-1 DICE**.
6	Athletic: Add **+1 DICE** to Risky Success rolls for a model with this Skill when it Climbs, Jumps or makes a Diving Charge, and add **-1 INJURY DICE** to Injury Rolls if it Falls.
7	Sprinter: Add **+1 DICE** to the Risky Success Roll for a model with this Skill that is taking a Dash **ACTION**.
8	Disengage: Enemy models cannot make a Melee Attack on a model with this Skill when it Retreats.
9	Incoming: When you roll the Charge Bonus for a model with this Skill, roll 1 extra D6 and use the single highest dice to determine the bonus.
10	Nimble: Do not halve the Movement Characteristic of a model with this Skill when it stands up.
11	Dodge: Add **-1 DICE** to rolls for Ranged Attacks that target a model with this Skill.
12	Patron Skill: Pick one of the Skills offered by your Patron.

WILDCARD SKILLS

2D6	Skill
2	Patron Skill: Pick one of the Skills offered by your Patron.
3	War-Luck: A model with this Skill can suffer 1 extra Battle Scar before they are Unfit for Duty.
4	'Tis But a Scratch: You can re-roll the result on the Trauma Chart (▸ see Trauma Step) for a model with this Skill..
5	Bad Company: A model with this Skill does not count towards the number of **ELITE** models that are in your Warband at the start of the Promotion step.
6	Scavenger: A model with this Skill has the Extra Dice Exploration Skill (▸ see Exploration Skills).
7	Skill & Expertise: When you give a model this Skill, choose 1 **ACTION** on that model's Warband Entry, or 1 Common **ACTION** apart from Fight or Shoot **ACTIONS**, and write it on your Warband Roster. Add **+1 DICE** to rolls made as part of the chosen **ACTION** when they are taken by this model.
8	Show Off: Add 1 dice to the Promotion Pool in the Promotion step for each model in your Warband with this Skill (▸ see Promotions).
9	Friends In High Places: A model with this Skill has the Re-roll Dice Exploration Skill (▸ see Exploration Skills).
10	Glory Hound: At the end of each game, your Warband receives 1 extra ⊛ for each model with this Skill that is on the battlefield.
11	War Stories: When you are recording the Experience Points earned by the models in your Warband in the Campaign Phase, you can give each model with the **ELITE** Keyword that does not also have this Skill +1 extra Experience Point. You can't pick the model with the Skill itself. A Warband can only have one model with this Skill.
12	Patron Skill: Pick one of the Skills offered by your Patron.

Limited Potential

Some models have a limited capacity to gain Experience and learn new Skills. They might be too bestial, have limited intelligence or their utmost potential might be supernaturally limited. The following models cannot have more than 7 Experience Points.

The Principality of New Antioch
-

Trench Pilgrims
Communicant

The Sultanate of the Iron Wall
Lion of Jabir, Brazen Bull, Homunculi (House of Wisdom)

Heretic Legions
Artillery Witch

The Cult of the Black Grail
-

The Court of the Seven-Headed Serpent
Pit Locust, Desecrated Saint

Reinforcements Step

In the Reinforcements Step you have the option to Call for Reinforcements if you feel that the losses you have suffered have left you with too few models to field a viable Force in your next game.

REINFORCEMENTS SEQUENCE

Calling for Reinforcements is not to be taken lightly. When you do so, you must work through the following Exploration Sequence:

1. Discard any Battlekit that you have in the Arsenal on your Warband Roster. It is abandoned when you fall back.
2. Reduce the number of ● in your Strongbox to zero. They are used to pay for favors to ensure that the reinforcements you receive are of the best quality.
3. Once you've done this, calculate the total Cost of all the models in your Warband (including their Battlekit and any other upgrades that are paid for in ●).
4. Subtract the Total Cost of your Warband from the Threshold Value of the next game you will play. The difference is the number of ● you can spend to recruit new models to your Warband. For example, if the Total Cost of your Warband was 635, and the Threshold Value for the next game was 1,000, you can spend up to 365 ● on the reinforcements for your Warband. Reinforcement models are recruited in the same ways as the starting models in your Warband, and can have any Battlekit that they are allowed to take and you can afford to pay for, and can be used to create new Fireteams.
5. Any ● you do not spend on reinforcements are lost, and you cannot add any Battlekit to your Warbands Arsenal (both will start the next game empty).
6. If you Call for Reinforcements, you must forego the Exploration Step and Quartermaster Step completely. Go directly to the Roster Step.

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Exploration Step

In this step you get the chance to explore the territory over which the campaign is taking place. Doing so gives you the chance to make important discoveries and collect valuable loot.

EXPLORATION SEQUENCE

In order to Explore, you must work through the following Exploration Sequence:

1. Determine the number of Exploration Dice you receive.
2. Roll the Exploration Dice.
3. Use Allies, Equipment, and Exploration Skills to modify the Exploration Roll.
4. Consult the Exploration Table to see what you have discovered.
5. Collect loot equal to 10 times your Exploration Roll in ♛.

Determine Exploration Dice

The number of Exploration Dice you receive depends on the number of games you have played in the campaign so far, as shown below.

Games Played	Exploration Dice
1-2	3 Exploration Dice
3-5	4 Exploration Dice
6-9	5 Exploration Dice
10+	6 Exploration Dice

Roll Exploration Dice

Next you need to roll all of the Exploration Dice you received and add them altogether. If you wish, you can re-roll one of the Exploration Dice, and if you won the game that was just played you are allowed to reroll another Exploration Dice (you can't re-roll the same Exploration Dice twice).

> For example, it is your third game so you roll 4 Exploration Dice getting 5, 3, 1, 1; you won the game so you can re-roll the two 1s, getting a 4 and a 5, giving you an Exploration Roll of (5+5+4+3) = 17!

Modify Exploration Roll

After making your Exploration Roll, you can use any Mercenaries, pieces of Battlekit and Exploration Skills that you have to modify the roll. The rules for each of these things will explain if you can use them to modify an Exploration Roll and how they effect it.

Consult Exploration Table

After you have modified the Exploration Roll, consult the appropriate Exploration Table to see if you have made a discovery. The Exploration Table you must use is determined by the number of games you have played in the campaign so far, as shown on the following table. If you roll a number that is not included on the Exploration Table, then you discover nothing (but you still use the roll to determine how much Loot you collect as described below). Record the Locations you discover on your Warband Roster. You can discover a Location only once during the campaign; if you discover it again, treat the roll as a Pillaged result instead (i.e. you discover nothing). Note that the same Location can be discovered by more than one player in the campaign, but not more than once by the same player.

Games Played	Possible Locations
1-2	Common Exploration Location Table
3-5	Common or Rare Exploration Location Table*
6-9	Rare Exploration Location Table
10+	Rare or Legendary Exploration Location Table*

** You must choose which of the two Exploration Tables to use before you roll.*

Discoveries

When you look up your roll on the Exploration Table, you will often discover pieces of Battlekit and Glory Items that you can add to the Arsenal on your Warband Roster (▸ see Glory Item Tables) . Things that you discover like this are always “free” and do not cost you any ♛ or ⊛. You can distribute them to models in your Warband in the following Quartermaster Step if you wish to do so, or choose to sell them or keep them in the Arsenal for later use.

Note that any stipulations still apply to Battlekit or Glory Items that are discovered, unless stated otherwise. For example, you could not take a piece of Equipment with a Limit of 0-1 if your Warband already had one, and you could not take a Glory Item that Warbands from your Faction cannot use. Also note that if a discovery allows you to take Battlekit that is worth a certain number of ♛, you cannot take anything that has a cost in ⊛, or vice-versa.

Collecting Loot

You can now collect Loot from the battlefield by scavenging, foraging, selling broken weapons and armour to traders, receiving the regular pay from their Patron, hunting, and so on. The value of the Loot you find is equal to your Exploration Roll times 10 in ♛. Add the loot to your Strongbox.

> For example, if your Exploration Roll was 12, you would add 120 ♛ to your Strongbox from Looting.

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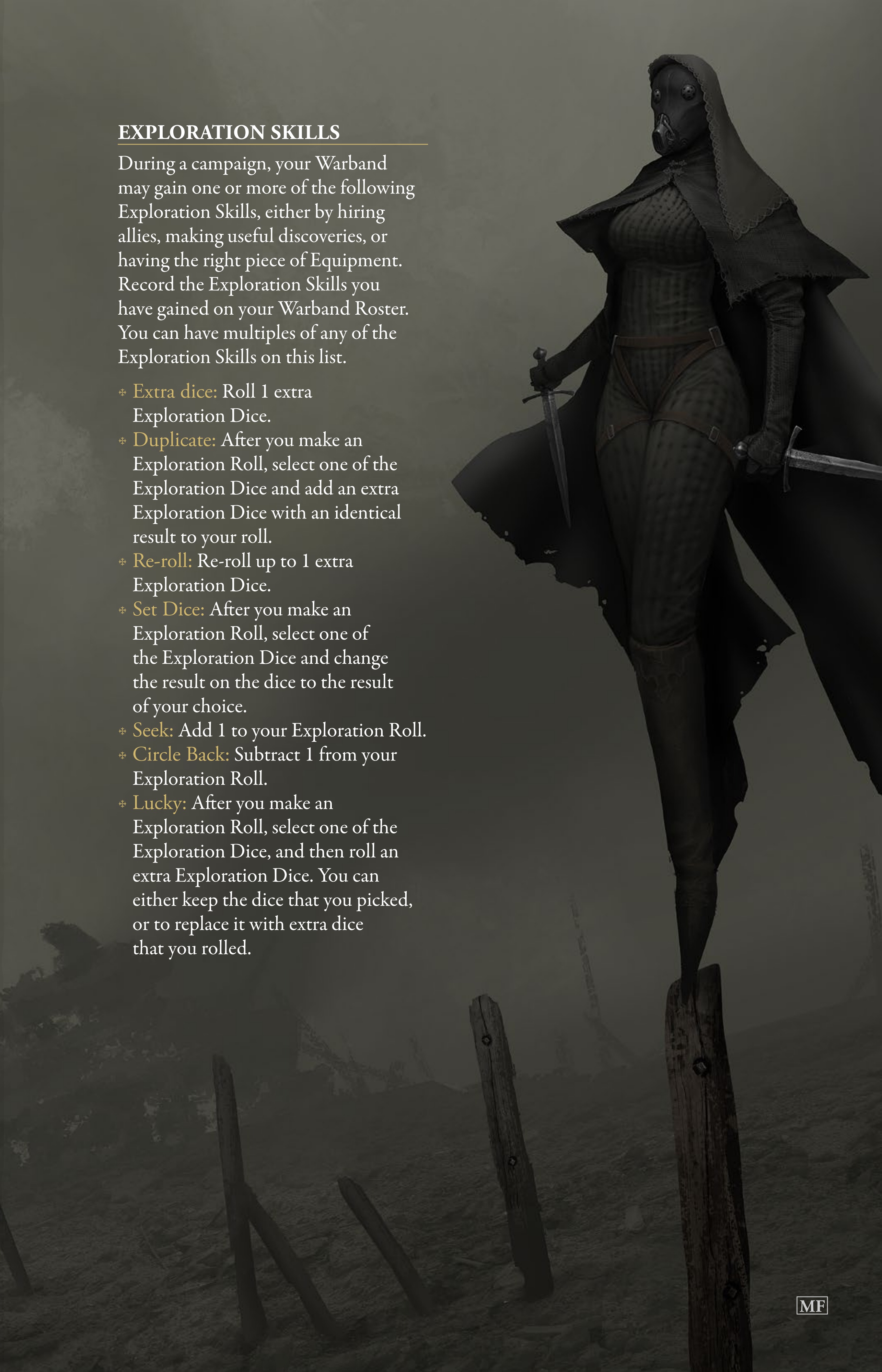

EXPLORATION SKILLS

During a campaign, your Warband may gain one or more of the following Exploration Skills, either by hiring allies, making useful discoveries, or having the right piece of Equipment. Record the Exploration Skills you have gained on your Warband Roster. You can have multiples of any of the Exploration Skills on this list.

- **Extra dice:** Roll 1 extra Exploration Dice.
- **Duplicate:** After you make an Exploration Roll, select one of the Exploration Dice and add an extra Exploration Dice with an identical result to your roll.
- **Re-roll:** Re-roll up to 1 extra Exploration Dice.
- **Set Dice:** After you make an Exploration Roll, select one of the Exploration Dice and change the result on the dice to the result of your choice.
- **Seek:** Add 1 to your Exploration Roll.
- **Circle Back:** Subtract 1 from your Exploration Roll.
- **Lucky:** After you make an Exploration Roll, select one of the Exploration Dice, and then roll an extra Exploration Dice. You can either keep the dice that you picked, or to replace it with extra dice that you rolled.

COMMON EXPLORATION LOCATION TABLE

Roll	Location
4	Moonshine Stash: You find a hidden stash of strong distilled alcohol, its origin uncertain and unsafe. Choose one of the following options: • Distribute (New Antioch and Trench Pilgrims only): Add **+2 DICE** to Morale Checks in your next game. • Destroy (New Antioch, Trench Pilgrims, and Iron Sultanate only): Up to two models in your Warband with the **ELITE** Keyword earn +1 Experience Point each. If this entitles the model to an Advancement Roll, make the roll immediately. • Sell (Any Warband): Add 30 ● to your Strongbox.
5	Heavy Weapons Cache: You find a hidden weapons cache. Choose one of the following options: • Surplus: Choose one piece of Battlekit with the **HEAVY** Keyword from your Warband's Armoury Tables and add it to your Arsenal. • Specialise: Choose one Glory Item with a Cost of up to 5 ⊛, and add it to your Arsenal.
6	Trench Shrine: You find a crude shrine erected by the soldiers of the Great War. Some are made from artillery shells or melted cannons, while a flag of the Sultanate can be used to indicate a place of prayer. Choose one of the following options: • Standard: Add a Troop Flag to your Warband's Arsenal. • Shrine: Add a Field Shrine to your Warband's Arsenal. • Return: Your Warband gains +2 ⊛.
8	Ruined House: This house has been obliterated by heavy weaponry, its inhabitants ripped apart. Choose one of the following options: • Rummage: Choose one or more pieces of Equipment from your Warband's Armoury Tables that are worth a total of up to 30 ●, and add them to your Arsenal. • Relic: Choose one Glory Item worth up to 7 ⊛ and add it to your Arsenal.
9	Survivor: You find a soldier staggering in No Man's Land; a deserter, perhaps, or a squaddie whose comrades were wiped out by one of the horrors roaming the battlefields of the Great War. It is time to put them to work. Add the model listed below for your Faction to your Warband. The model does not have any Battlekit (you can purchase Battlekit for it in the Quartermaster Step). • New Antioch: A Yeoman without a Ranged Weapon. • Trench Pilgrims: Ecclesiastical Prisoner. • Iron Sultanate: Azeb. • Heretic Legions: Wretched. • Black Grail: Grail Thrall. • The Court: Wretched.

10	Fallen Soldier: You find the body of a fallen soldier. Choose one Ranged Weapon from your Warband's Armoury Tables worth up to 15 ●, and add it to your Arsenal along with a Combat Helmet and suit of Standard Armour. Then roll a D6. On a 4+, you can add one of the following to your Arsenal: a Medi-kit or a Mountaineer's Kit, or a Shovel.
11	Trench Merchant: You establish contact with a Trench Merchant. Choose one of the following options: - Report: Your Warband gains 2 ⊛. - Trade: From now on, in the Quartermaster Step, you can purchase Glory Items costing 5 ⊛ or less.
14	Map & Document Bag: Marked with carefully concealed signs, you find a hidden satchel containing maps and intelligence. Your Warband gains the Reroll Exploration Skill.
16	Sniper's Lair: You find the well-camouflaged position of a sniper. Add the Battlekit listed below for your Faction to your Arsenal. If there are any items you are not allowed to add to your Arsenal for any reason, add their Cost in ● to your Strongbox instead. - New Antioch or Trench Pilgrims: Sniper Rifle or a Sniper Scope. - Iron Sultanate: Siege Jezzail, Alchemical Ammunition, and a Cloak of Alamut. - Heretic Legions: Automatic Rifle. - Black Grail: Corruption Belcher and Field Shrine. - The Court: Ophidian Rifle.
18	Fallen Knight: You find a fallen hero of past ages. Perhaps a baron from New Antioch, a great Faris of the Sultanate, or a Plague Knight of Beelzebub. Choose one of the following options: - Loot: Add a suit of Reinforced Armour, a Trench Shield, a Combat Helmet, and either a Sword or Polearm to your Warband's Arsenal. - Memorialise: Your Warband gains 2 ⊛.
20	Warband Strongbox: You find the hidden strongbox of a Warband lost in the Great War. Choose one of the following options: - Trove: Choose one or more pieces of Battlekit from your Warband's Armoury Tables that are worth a total of up to 120 ●, and add them to your Arsenal. - Panoply: Choose one or more Glory Items worth a total of up to 9 ⊛, and add them to your Arsenal. In addition, when you are choosing the items, reduce the Cost of any Weapons by 1 ⊛ to a minimum of 1 ⊛ .

RARE EXPLORATION LOCATION TABLE

Roll	Location
5	Angelic Instrument: Exploring the battlefield you discover an otherworldly instrument alongside the shattered remains of a lesser angel — fallen or divine. Add an Angelic Instrument to your Warband's Arsenal. It counts as a Musical Instrument except its Effect has a range of 8" instead of 4". If your Warband already has a Musical Instrument, you can replace it with the Angelic Instrument, but you do not get any ♛ for the instrument that was thrown away.
9	Abandoned Prophetic Radio Post: You find a hastily-abandoned Synod of Strategic Prophecy station, with scribbled predictions and prophecies scattered amongst the disarray. Your Warband gains the Extra Dice Exploration Skill.
11	Pot of Manna: You find a cup blessed by God that provides endless nourishment. Add 10 ♛ to the amount of loot you receive each Exploration Step (including this one).
12	Ransacked Alchemist Workshop: Amidst the rubble, you find a few intact life-giving potions. Add Curative Fluids to your Warband's Arsenal. Once, in any future Quartermaster Step, you can use the Curative Fluids to remove 1 Battle Scar (but not the effects of any Trauma) from a model in your Warband. Remove the Curative Fluids from your Warband Roster after they are used.
15	Black Market: You discover a major underground trading post in No Man's Land. From now on, in the Quartermaster Step, you can purchase Glory Items costing 8 ⊛ or less.
17	Book of Golems: You find a Rabbinic manual on creating Golems. Studying it allows you to create a Golem. Add a Takwin Homunculus from The House of Wisdom Variant Warband in the Iron Sultanate Faction List to your Warband. It has the Human Hands Alchemical Formula, plus Alchemical Formulas worth a total of up to 50 ♛ for free (you do not have to pay for the Formulas that you choose). The Golem has the **GOLEM** Keyword, and replaces the **SULTANATE** Keyword with your Faction's Keyword. You can purchase Battlekit for it in the Quartermaster Step, using your own Armoury Tables instead of the ones in the Iron Sultanate Faction List. The model is treated as an Ally that can never be Promoted or receive additional Alchemical Formulas.

19	**Ruined Church/Masjid/Synagogue:** You find a great shrine, temple or other religious building of faith. Upon its altar rests an object of great power waiting for you. Choose one of the following options: ⌖ Report: Your Warband gains +4 ⊛. ⌖ Keep: Choose one Glory Item worth up to 10 ⊛, and add it to your Arsenal.
21	**Stash of Drugs & Erotica:** You find a motherlode of forbidden objects and chemicals, highly sought after and in demand. Choose one of the following options: ⌖ Indulge: Add **+1 DICE** to Morale Checks for your Warband for the rest of the campaign. ⌖ Sell: Your Warband gains 120 ♛. ⌖ Confiscate: Your Warband gains +4 ⊛. Trench Pilgrims must select the Confiscate option.
23	**Saint's Reliquary:** You discover the well-hidden reliquary of a fallen saint. Add a Saintly Relic to your Warband's Arsenal. It is a piece of Equipment that can be given to any model that has the **ELITE** Keyword. A model that has a Saintly Relic gains the **TOUGH** Keyword, but loses the **INFILTRATOR** Keyword if it has it, and the opposing player can ignore the Cover and Defended Obstacle modifiers for attacks that target the model.
25	**High-Ranking Captive:** You capture a high-ranking enemy – an officer of New Antioch, a Sultanate sheik, a shard of a fallen Black Grail Hegemon, a Pilgrim Prophet, a Mammonite merchant, or some other important personage. Choose one of the following options: ⌖ Ransom: Your Warband gains 100 ♛. ⌖ Execute: Your Warband gains +4 ⊛. ⌖ Imprison: Choose one Glory Item with a Cost of up to 8 ⊛, and add it to your Arsenal. ⌖ Indenture: You keep the captive as a guide. Your Warband gains the Set Dice Exploration Skill.
32	**Abandoned Resurrection Machines:** You find remnants of machines that were once used as part of the Meta-Christ Programme. Most of them are broken, torn apart by some immense force, but one of them works and can be dismantled. Add a Salvaged Resurrection Machine to your Warband's Arsenal. In any future Quartermaster Step, you can use the Salvaged Resurrection Machine to remove 1 Battle Scar and its corresponding Trauma from a model in your Warband. Remove the Salvaged Resurrection Machine from your Warband Roster after it is used.

LEGENDARY EXPLORATION LOCATION TABLE

Roll	Location
6	Battlefield of Corpses: You come across a scene of terrible slaughter. The remains of humans from various nations and Hellish creatures, fallen in battles over the past 800 years, lie torn and scattered across the horizon, while the trenches that criss-cross this scene are filled with blood. Choose up to 2 pieces of Battlekit from your Warband's Armoury Tables worth up to 100 ♛ in total, and add them to your Arsenal.
8	Esoteric Library: You find a concealed collection of works on Goetic Magic, blood sacrifice rites, and grimoires on the summoning of demons. Choose one of the following options: ✣ Burn (New Antioch, Trench Pilgrims, the Sultanate only): Your Warband gains 3+D3 ❂. ✣ Release Plague (Black Grail only): A Black Grail Warband may unleash a Plague from the books. At the start of each game, after deployment, you can place **1 INFECTION MARKER** next to 1 model of your choice (friend or foe). ✣ Sell (Any Warband): Your Warband gains 6D6 x 10 ♛. ✣ Study (The Court or Heretic Legions only): At the start of each game, after deployment, you can pick 1 model (friend or foe). Place **1 BLOOD MARKER** next to the model that you pick.
10	Hidden Passages: You uncover a hidden entrance to a vast underground network, perhaps dug by the Heretics to infiltrate the Great Iron Wall, or by refugees living in No Man's Land. This allows you to explore the area you are in far more efficiently. Your Warband gains the Duplicate Exploration Skill.
12	Jabirean Alchemical Book: You find one of the fabled books of the Jabirean Corpus, filled with the most wondrous secrets of the nature of the universe. Choose one of the following options: ✣ Keep: From now on, in your Quartermaster Step, you can purchase Fire Shields from the House of Wisdom Armoury Tables & Battlekit section (▸ see the House of Wisdom variant in Warbands of Trench Crusade) ✣ Sell: Your Warband gains 150 ♛ or 5 ❂ (you can choose which). ✣ Study (House of Wisdom only): Alchemical Formulae now cost your Warband 5 ♛ less than they used to, to a minimum Cost of 5 ♛.
14	Black Network Contact: You make contact with one of the legendary Merchant Princes of the Black Network. From now on, in the Quartermaster Step, you can purchase Glory Items costing 12 ❂ or less.

16	Treasure of the Holies: You find a legendary feretory, be it the Tabernacle of the Hebrews, an altar to the Morning Star himself, a shrine founded by Saint Peter or a place where the Prophet visited. On its altar lies a treasure chest containing an object of great power waiting for you. You score D3 Campaign Victory Points and can add one Glory Item to your Arsenal for free. If you prefer you can take the treasure chest with you and choose the Glory Item in any future Quartermaster Step.
18	Skull of a Saint: You find the skull of a saint martyred in ages past. The power of communion lingers in its holy remains. Choose one of the following options: ⌖ New Antioch, Trench Pilgrims, and Iron Sultanate: A saint guides your troops before battle. Add a Skull Relic to your Warband's Arsenal. It is a piece of Equipment with the **HELD** Keyword and can be given to any model. A model with the Skull Relic gains the **INFILTRATOR** Keyword. ⌖ Heretic Legions, Black Grail, or The Court: The skull screams as you mount it on a pole to mock God and paint it with blasphemous names. Add a Screaming Skull to your Warband's Arsenal. It is a piece of Equipment with the **HELD** Keyword and can be given to any model. Add **+2 DICE** to your Morale Checks while the model is on the battlefield and is not Down or Out of Action. In addition, you gain 1 ⊛ at the end of any game in which the model is on the battlefield and is not Down or Out of Action.
20	Lock of Samson's Hair: You discover a lock of the legendary Samson's hair, imbued with the essence of the strongest warrior to ever live. Add a Lock of Samson's Hair to your Warband's Arsenal. It is a piece of Equipment that can be given to any model. A model with a Lock of Samson's Hair gains the **STRONG** Keyword. In addition add **+1 INJURY DICE** to rolls for Melee Attacks made by a model with a Lock of Samson's Hair.
23	Patron's Visit: Your Patron or their representative makes a surprise visit to your Warband. If you wish, you can immediately exchange up to 10 ⊛ for an equal number of Campaign Victory Points.
26	Sample of Holy DNA: You find a sample of Holy DNA. Pick 1 model in your Warband and note on your Warband Roster that they have been treated with Holy DNA. From then on, when you Activate the model, before you carry out any **ACTIONS** you can remove **1 BLOOD MARKER** or **INFECTION MARKER** from the model and replace it with a **BLESSING MARKER**.

30	Golgotha Tektites: Golgotha Tektites are used to forge the armour of the mighty Paladins. Pick up to two suits of your Warband's Armour and note on your Warband Roster that they have been treated with Golgotha Tektites. Suits of Armour treated with Golgotha Tektites gain the **NEGATE FIRE**, **NEGATE GAS**, and **NEGATE SHRAPNEL** Keywords unless they have them already. If you have a New Antioch Warband, you can hand the Golgotha Tektites over to the Church instead of treating suits of Armour with them. If you do so, you gain +15 ⊛.
36	Fruit from the Tree of Good and Evil Knowledge: Amongst the bones of giant humans unearthed by the ravages of war you discover a golden-hued fruit wrapped in spun cloth. Pick 1 model in your Warband. The model you pick eats the fruit you discovered. They gain the **DEMONIC** Keyword and you can give them one Skill of your choice. You can choose a Skill from any of the Skill Tables, or any Patron Skill (it does not have to be one from your own Patron), or any Exploration Skill.

Agnus Dei.:
+Ebriam+de+Sanguine+Sanctorum+
VM

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Quartermaster Step

In the Quartermaster Step you can recruit new models for your Warband, purchase and sell Battlekit and Glory Items, and allocate Battlekit and Glory Items to the models in your Warband. Each of these activities is described below. You can carry them out in any order you like, and can swap back and forth between the activities as you wish. For example, you could recruit a new model, purchase them some Battlekit, then sell some Battlekit, and then recruit another model and so on.

Retire Injured Models

You can retire any model in your Warband that has 2 Battle Scars. If you decide to do so, remove the model from your Warband Roster. You can sell or reallocate their Battlekit or Glory Items before you retire them if you wish, or allow them to retire with their Battlekit in honour of the service they have performed.

Hire New Recruits

You can recruit models to your Warband in the Quartermaster Step in the same way as you did when you first created it. Any restrictions that applied to recruiting a model for your Starting Warband also apply when you hire a new recruit. For example, if the model's Warband Entry says that only 0-1 can be included in a Warband, and you already have 1 of those models in your Warband, then you could not hire another one as a new recruit. However, if your Warband used to have 1 of the models but it has subsequently been removed from your Warband Roster for any reason, then you could hire a new recruit to replace them.

Purchase Battlekit

If you have any ● in your Strongbox, you can spend them to purchase new Battlekit from your Warband's Armoury Tables that has a Cost in ●. Likewise, if you have any ⊛, you can spend them to purchase new Battlekit for your Warband's Armoury Tables that has a Cost in ⊛. Add any Battlekit that you purchase to your Arsenal, or allocate it to a model as described below.

Any stipulations that applied to purchasing the Battlekit for your Starting Warband will also apply when you purchase it in the Quartermaster Step. For example, if the Battlekit had a Limit of 2, and your Warband already has 2 such items in its Arsenal and/or equipped by a model, then you could not purchase any more. However, if your Warband used to have 2 of the Battlekit and one has subsequently been removed from your Warband Roster for any reason, then you could purchase a replacement.

Battlekit that can only be taken by certain models can be purchased and added to your Arsenal, but can only be equipped by a model that is allowed to have it. For example, you can purchase a piece of Battlekit that has the "**ELITE** only" rule and add it to your Arsenal, but you could only allocate it to a model that has the **ELITE** Keyword.

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Sell Battlekit
If you wish you can sell Battlekit or Glory Items. If you do so, you receive half the Cost of the item you were selling, rounding any fractions up. Add the ● or ✺ that you receive to your Roster Sheet. Note that some pieces of Battlekit or Glory Items state that they cannot be removed from a model, in which case you cannot sell them.

Purchase Glory Items
If you have any ✺, you can spend them to purchase Glory Items (▸ see Glory Item Tables). Add any Glory Items that you purchase to your Arsenal (you can Allocate it to a model as described below).

Allocate Battlekit & Glory Items
Battlekit or Glory Items in your Arsenal can be allocated to any model that is allowed to have them, and you can reallocate Battlekit or Glory Items from one model in your Warband to another model, or from a model to your Arsenal.

A model cannot be allocated or reallocated any Battlekit or Glory Item that it isn't allowed to have, or that exceeds the limits on what it can carry. For example, you could not allocate a piece of Battlekit that had the **ELITE** Only rule to a model that did not have the **ELITE** Keyword, and you could not reallocate a 2-Handed Weapon to a model that already has one unless the model has a special rule that would allow it to take it. Note that some pieces of Battlekit or Glory Items state that they cannot be removed from a model, in which case you cannot reallocate them.

Create New Fireteams
You can create new Fireteams in the Quartermaster Step if you have models in your Warband that are eligible to form a Fireteam and are not already in an existing Fireteam. If one model in a Fireteam is removed from your Warband Roster for any reason, the remaining member of the Fireteam can be used to create a new Fireteam in the Quartermaster Step.

Roster Step

The final thing you need to do is to make sure that your Warband Roster is up to date, and includes all of the updates and changes that happened during the Campaign Phase. Once that is done, you are ready to play your next campaign game. Good luck!

GLORY ITEMS

Glory Items are pieces of Battlekit. They are similar in many ways to the Battlekit that can only be purchased with ⊛ that are found in the Armoury Tables of a Faction List. However, Glory Items can only be purchased during a campaign and if the Warband has made a discovery from an Exploration Table that allows them to take a Glory Item for free or purchase it in the Quartermaster Step. For example, the Trench Merchant discovery on the Common Exploration Locations Table allows a Warband to purchase Glory Items costing 5 ⊛ or less.

Glory Item Tables

The Glory Items that can be taken for a Warband can be found in the Glory Item Table for the Warband's Faction below. Each Glory Item Table includes all of the Glory Items that can be purchased for Warband's that belong to the Faction and their Cost in ⊛. Stipulations work in exactly the same way as they do for the Battlekit in the Faction's Armoury Table (▸see Warbands of Trench Crusade).

The Principality of New Antioch Glory Items

Battlefield Title	**ELITE** only, Limit: 1	5 ⊛
Book of Battle Prayers	**ELITE** only, Limit: 1	7 ⊛
Ducal Winged Armour	Battlefield Title or Knighthood only, Limit: 1[1]	8 ⊛
Field Hospital	Limit: 1	10 ⊛
Great Banner of New Antioch	Limit: 1	12 ⊛
Knighthood	**ELITE** only, Limit: 1	4 ⊛
Resurrection Engine	Consumable, Limit: 1	11 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 2	2 ⊛
Salvage Golem	Limit: 1	4 ⊛
Smokescreen	Consumable, Limit: 1	5 ⊛
Sniper Scope	Limit: 2	2 ⊛
Trench Dog	Limit: 1	1-3 ⊛

1. Only a model that already has a Battlefield Title or a Knighthood can have Ducal Winged Armour.

Trench Pilgrims Glory Items

Donkey's Jawbone	**ELITE** only, Limit: 1	4 ⊛
Holy Grenade	Limit: 3	2 ⊛
Horn of Joshua	Limit: 1	9 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 1	2 ⊛
Trench Dog	Limit: 1	1-3 ⊛

The Sultanate of the Iron Wall Glory Items

Damascus Armour	**ELITE** only, Limit: 1	5 ⊛
Field Hospital	Limit: 1	10 ⊛
Kilij	**ELITE** only, Limit: 2	2 ⊛
Knighthood	**ELITE** only, Limit: 1	4 ⊛
Masterwork Jezzail	**ELITE** only, Limit: 1	4 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 2	2 ⊛
Sniper Scope	Limit: 2	2 ⊛
Mobile Sultanate Grand Cannon	Brazen Bull only, Limit: 1	10 ⊛
Trench Dog	Limit: 1	1-3 ⊛

Heretic Legions Glory Items

Armour of Cobar	**ELITE** only, Limit: 1	8 ⊛
Battlefield Title	**ELITE** only, Limit: 1	5 ⊛
Demonic Aura Grenade	Limit: 1	3 ⊛
Executioner's Axe	Limit: 1	6 ⊛
Knighthood	**ELITE** only, Limit: 1	4 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 1	2 ⊛
Sniper Scope	Limit: 2	2 ⊛
The Mark of Cain	**ELITE** only, Limit: 1	4 ⊛
Tormentor Chain	Limit: 2	3 ⊛
Trench Dog	Limit: 1[2]	1-3 ⊛

2. This item may not be taken by Trench Ghost Warbands.

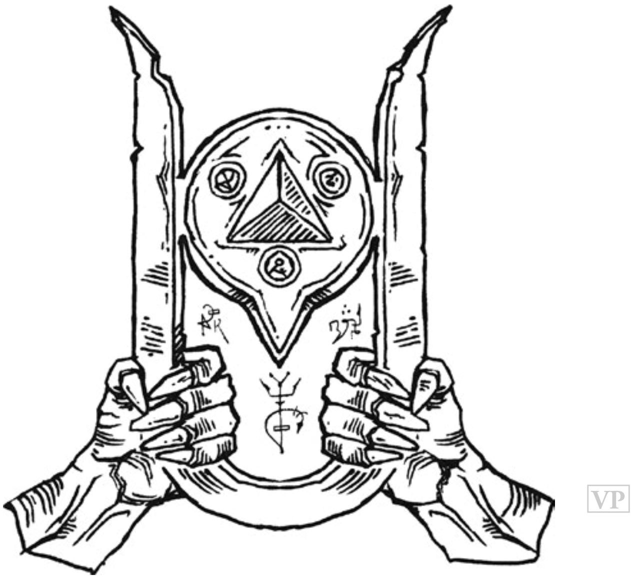
The Cult of the Black Grail Glory Items

Armour of the Fly	ELITE only, Limit: 1	7 ⊛
Battlefield Title	ELITE only, Limit: 1	5 ⊛
Beelzebub's Embrace	ELITE only, Limit: 1	12 ⊛
Cup of Filth	Limit: 1	4 ⊛
Knighthood	ELITE only, Limit: 1	4 ⊛
Locust Spitter	Limit: 1	6 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 1	2 ⊛
Trench Dog	Limit: 1	1-3 ⊛

The Court of the Seven-Headed Serpent Glory Items

Battlefield Title	ELITE only, Limit: 1	5 ⊛
Bestial Skin Cloak	ELITE only, Limit: 1	6 ⊛
Cruel Helmet	Wretched only, Headgear, Limit: 2	2 ⊛
Knighthood	ELITE only, Limit: 1	4 ⊛
Koraktor, the Great Tome of Hell	Sorcerer only, Limit: 1	8 ⊛
Lordship of This World	Praetors & Sorcerers only, Limit: 1	9 ⊛
Piece of Silver	ELITE only, Limit: 1	12 ⊛
Restraining Muzzle	Yoke Fiends only, Limit: 3[3]	1 ⊛
Rocket-Propelled Grenade	Consumable, Limit: 1	2 ⊛
Trench Dog	Limit: 1	1-3 ⊛

3. A Warband can have up to 3 Restraining Muzzles purchased with ⊛ in addition to up to 3 Restaining Muzzles purchased with ●.



Glory Item Cartulary

This section of the rules presents descriptions and rules for all of the Glory Items in the Glory Items Tables. These descriptions work in exactly the same way as they do for Battlekit in the standard Battlekit section of the rulebook (▸ see Battlekit).

Armour of Cobar

A suit of armour fashioned after the mail worn by Cobar the Betrayer, the first Lord of the Sixty-Six. This black iron armour is forged in the death-factories of Hell from the souls of those who betrayed their friends in life. It rewards those who lead their followers and friends to ruin and death.

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER

- Lead to Death: Place **1 BLESSING MARKER** next to a model that has the Armour of Cobar each time a friendly model is taken Out of Action.
- Weight of Sins: Add **-1 DICE** to the Risky Success Roll for a model that has the Armour of Cobar that is taking a Dash **ACTION**. In addition, a model wearing the Armour of Cobar cannot have a Shield.

Armour of the Fly

This suit of armour, crafted from black metal, embodies the visage of Beelzebub himself. It includes wings that propel its wearer into the skies at astonishing speed, and once it latches onto its opponent, its filth-ridden proboscis will suck the target dry.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, FLYING, NEGATE SHRAPNEL

- Insect Wings: Change the Movement Characteristic of a model that has the Armour of the Fly to 8”/Flying.
- Sucked Dry: After a model that has the Armour of the Fly takes a Fight **ACTION**, it can immediately make an additional Melee Attack with **+1 DICE** to the roll. However, do not make an Injury Roll if this Melee Attack hits the target; instead place **1 BLOOD MARKER** next to the target model.

Battlefield Title

Glorious deeds on the battlefield may earn the most determined, ruthless and deadly officers a rank within the Holy Orders of the Church, knighthood of the Teutonic Order, or the title of accuser knight to one of the dukes or princes of Hell. Such a warrior is granted the right to carry the heraldic device of their house upon their wargear, and they enjoy many privileges when it comes to accessing an enhanced allocation of the most precious weapons and armour.

Type	Range	Keywords
Special	-	-

- Privileged Access: Pick 1 Weapon or suit of Armour from your Armoury Tables that has the Limit special rule. Note on your Warband Roster that the Limit is increased by 1. The increase will remain in place even if the model that has the Battlefield Title is removed from your Roster later during the campaign. You are encouraged to come up with a special title for the Weapon or Armour that you have gained access to.

Beelzebub's Embrace

The final metamorphosis of those most favoured by the Prince of Plague is to assume the many-legged form of their warped master.

Type	Range	Keywords
Special	-	-

- Many-Legged Form: A model that has been blessed with Beelzebub's Embrace has its arms replaced with fly-like limbs. The model cannot have Weapons, Grenades, Shields or Equipment that has the **HELD** Keyword. It can take a Melee Attack with the **CLEAVE 4** Keyword even though it doesn't have any Melee Weapons. If all 4 Melee Attacks successfully hit the same target model, and the target is mounted on a 32mm base or smaller, then the target is immediately taken Out of Action when it is hit by the fourth attack. Do not make an Injury Roll for the fourth attack, and any rules or abilities that would change the result do not apply (i.e. the **TOUGH** Keyword would not affect the fourth attack). This Battlekit cannot be removed or lost for any reason throughout the campaign.

Bestial Skin Cloak

The proud nobles of the Court hunt the mighty creatures of the Path of the Beast for sport, much as a trophy hunter might slay a lion or a tiger for the sake of glory or vanity. The ferocious and malignant spirit of the fallen beast still lingers in its skin influencing its wearer to become ever more bestial in combat. The cloak bristles and moves on its own, seeping blood that covers its bearer.

Type	Range	Keywords
Equipment	-	-

- Spirit of the Beast: Once per Turn, you can do one of the following things for a model that as a Bestial Skin Cloak.
  - Add **+1 DICE** to the roll for a Melee Attack made by the model.
  - Add **+1 INJURY DICE** to the roll for a Melee Attack made by the model.
  - Add **+1 DICE** to the Risky Success Roll when the model takes a Dash **ACTION**.

A Hunter of the Left-Hand Path cannot cast the Oracle Beast Cloak Goetic Spell if it has a Bestial Skin Cloak.

Book of Battle Prayers

Written by the famous Patriarch of New Antioch, Alexios Cerularius, the remaining 137 copies of this blessed book are entrusted only to Warband leaders of extraordinary ability.

Type	Range	Keywords
Equipment	-	HELD

- Continuous Litany of Prayers: A model that has the Book of Battle Prayers cannot take a Dash **ACTION**.
- Speak a Blessing **ACTION**: A model that has the Book of Battle Prayers can take a Speak a Blessing **ACTION**. If they do so, take a Success Roll for the model. If the roll is a Failure nothing happens. If the roll is a Success or Critical Success, you can place **1 BLESSING MARKER** next to a friendly model that is within 12” of the model with the Book of Battle Prayers.

Cruel Helmet

This heavy, cumbersome helmet always includes a gruesome mask. Crafted from the iron of Dis, it retains some of the searing heat of the Inferno, its touch causing skin to blister and peel. Due to its weight, it is almost impossible for its wearer to stand for long periods of time. Praetors and Sorcerers often force these dreadful devices onto their Wretched slaves.

Type	Range	Keywords
Equipment	-	HEAVY, NEGATE SHRAPNEL

- **Gruesome Weight:** When a model with a Cruel Helmet is deployed for the first time in a game, they are placed Down. In addition, if they are the target of an attack on the first Turn before they have been Activated, place 1 extra **BLOOD MARKER** next to them (even if the attack misses or the Injury Roll for it has No Effect).

Cup of Filth

Drawn from the river of nauseating corruption vomited by the Lord of the Flies since before time began, this liquid is the source of every illness that Creation has ever known or ever will know.

Type	Range	Keywords
Equipment	-	-

- **Drink from the Cup:** At the start of the game, before either side deploys, you can pick either **1 ELITE** model or up to 4 Thralls to drink from the cup. For the rest of the game, add **+1 DICE** to the Risky Success Roll for models that drank from the cup when they take a Dash **ACTION**.

Damascus Armour

No armour more splendid exists within the Sultanate than this magnificent chain mail, forged from the very Iron Wall itself by the smiths of New Damascus. They are given as a reward to the greatest warriors for their service on the battlefield by the Sultan's hand alone. Each ring of this armour is inscribed with a verse from the Holy Quran and is thus utterly unbreakable.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, IMPERVIOUS

- **Inspiring Gift:** A model that has a suit of Damascus Armour is not sent back home until they suffer their 4th Battle Scar. In addition, a suit of Damascus Armour cannot be removed from a model during a campaign unless the model wearing it has been killed or been declared Unfit for Duty.

Demonic Aura Grenade

It is theorised this horrific grenade is based on the same technology as the weapon that destroyed the city of Antioch. Its explosion seems to cause no physical damage, but releases an eerie, bright green light that brings rapid, agonizing death to those caught within its reach. Why the Heretics do not use the grenades in greater numbers remains a mystery.

Type	Range	Keywords
Grenade	8”	ASSAULT, BLAST 3”, IGNORE ARMOUR, IGNORE COVER, SCATTER

- Deadly Light: Double the number of **BLOOD MARKERS** placed next to a model by an Injury Roll for an attack made with a Demonic Aura Grenade. In addition, an Injury Roll is made for all models that are within 3” of the target point when the Demonic Aura Grenade explodes, even if interposing terrain blocks the line of sight.

Donkey’s Jawbone

Blessed by YHWH, *this bone club grants its wielder the strength of Samson himself.*

Type	Range	Keywords
1-Handed	Melee	+2 INJURY DICE

Ducal Winged Armour

Based on the prototype battlefield armour worn by Duke Constantine XI himself and his personal guard, known as the Myrmidons, these extremely rare and powerful suits are granted only to the most decorated soldiers. They feature a MKIII *Myrmidon diesel engine and wings, painted and decorated to celebrate the deeds of the warrior who has “earned their wings”.*

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER, FLYING

- Myrmidon Wings: Change the Movement Characteristic of a model that has the Ducal Winged Armour to 10”/Flying.
- Steadfast: When a model that has Ducal Winged Armour suffers a Down result on the Injury table, it is treated as a Minor Hit result instead.

Executioner's Axe

This axe is wielded by the executioner demons of Hell whose job is to dismember those who brought division on Earth. As the flesh of the damned reforms over time, this grisly task is repeated again and again through eternity.

Type	Range	Keywords
2-Handed	Melee	+2 INJURY DICE, CLEAVE 2, CRITICAL

Field Hospital

Field Hospitals have saved many warriors in the immediate aftermath of a bloody battle. Though simpler than the mighty hospices of New Antioch, Athens or New Damascus, they are still highly sought-after by successful warband leaders.

Type	Range	Keywords
Special	-	-

- Battlefield Surgery: A Field Hospital cannot be allocated to a model, but is added to your Arsenal. If your Warband also includes a Combat Medic, a Jabirean Alchemist, or a Sister of Saint Cosmas, at the end of the Trauma Step in the Campaign Phase you can use a Field Hospital to treat 1 model from your Warband that has 1 or more Battle Scars. If you do so, roll 2D6. On a roll of 7+ you can remove 1 of the model's Battle Scars; on a roll of 3-6 nothing happens; on a roll of 2 the model receives 1 extra Battle Scar.

Great Banner of New Antioch

A famed standard, army's battle banner, or regimental colour. It may also be the flag of one of the many free companies or forces in the service of the Church. Warband leaders often possess their own battle banner adorned with the awards and ribbons their units have won, carried proudly by a trusted warrior.

Type	Range	Keywords
Equipment	-	HELD

- Rally to the Flag: If a model with a Great Banner of New Antioch is on the battlefield when you take a Morale Check (even if they are Down), you can choose for the Morale Check to be a Success or for your Warband to flee.

Holy Grenade

The shells of these grenades are forged from the church bells of the original city of Antioch, and imbued with the Lord's spirit of vengeance against all evil, (such as animals possessed by demons).

Type	Range	Keywords
Grenade	8"	ASSAULT, BLAST 2", IGNORE COVER, IGNORE LONG RANGE, SHRAPNEL

- Spirit of Vengeance: Add **+1 INJURY DICE** to rolls against models that have the **BLACK GRAIL** or **DEMONIC** Keyword.

Horn of Joshua

Said to be one of the horns that Joshua used to bring down the walls of Jericho. Its blast still has the power to shake the very foundations of the strongest fortifications.

Type	Range	Keywords
Equipment	-	-

- Blow Thy Horn **ACTION:** A model with the Horn of Joshua can take a Blow Thy Horn **ACTION**. If they do so, take a Risky Success Roll for the model and add **+1 DICE** to the roll. If the roll is a Failure, nothing happens and the models Activation ends. If the roll is a Success or Critical Success, pick 1 terrain piece that is within 12" of the model with the Horn of Joshua and that measures up to 8" by 8". Make an Injury Roll for each model (friend or foe) that is on or in contact with the terrain piece, and then remove the terrain piece from the game. Models that were on top of the terrain piece Fall directly down to the battlefield, and an additional Injury Roll may have to be made for them if they Fall 3" or more. Once a model has successfully taken a Blow Thy Horn **ACTION**, it cannot be used again in the same game.

Kilij

Forged for warriors sworn to the martial ideals of furūsīyah, these curved swords are honed to unsurpassed sharpness. Treated by the Alchemists of the House of Wisdom, they are imbued with the power to cut through even the Infernal Tartarus armour.

Type	Range	Keywords
1-Handed	Melee	+1 INJURY MODIFIER, CRITICAL

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Knighthood

War is the crucible that bestows honorifics more rapidly than any other endeavour. Those who achieve great fame may be granted ranks such as baron, marquis, bishop or other prestigious titles. Within the taifas of the Iron Sultanate, there are many titles to be had, from chelebi knight to the mighty sheik. Hell too has its own twisted ranks of nobility, where those who commit the vilest deeds are bestowed a rank amongst the Infernal principalities.

Type	Range	Keywords
Special	-	-

- Famous Deeds: At the end of each game, your Warband receives 1 ⊛ for each model with a Knighthood that is on the battlefield.

Koraktor, the Great Tome of Hell

Each Sorcerer carries a book copied from the Koraktor, the original tome of Goetic magic, said to have been written by the angel Samael, who is also known as the Venom of God. The reason an angel would have authored such a book is unknown, if the story is even true at all.

Type	Range	Keywords
Special	-	-

- Goetic Secrets: You can purchase a Goetic Power for a Sorcerer that has Koraktor, the Great Tome of Hell. It can be taken in addition to the 3 Goetic Powers the Sorcerer can normally have, and you can ignore any stipulations that would normally apply (such as the Sin the Sorcerer's Warband needs to be dedicated to, or it only being allowed for a model that isn't a Sorcerer). The additional power is purchased in the Quartermaster Step and its Cost must be paid normally.

Locust Spitter

A nest of infected Hell-locusts serves as the fuel tank for this horrific gun. The voracious, razor-sharp iron locusts which dwell within can penetrate even the smallest chink in armour. Guided by the hateful will of the Lord of the Flies, they consume flesh and swarm to their next nearby target in mere seconds.

Type	Range	Keywords
2-Handed	18”	-1 INJURY DICE, IGNORE ARMOUR

- Devouring Swarm: When a target is hit with the Locust Spitter, the mindless hunger of the Lord of Flies compels the swarm to continue devouring. If the Success Roll for a Ranged Attack made with Locust Spitter is a Success or Critical Success, after making the Injury Roll for the target, subtract the range to the target from 18”. Then make another Injury Roll for the closest model (friend or foe) that is within this distance of the target model and has a line of sight to it (no Success Roll is required).
  After the second target’s Injury Roll has been made, the swarm moves on again, but this time the remaining distance it can travel is reduced by the distance between the first and second target, and it must target a new model that has not already been attacked. This carries on until the swarm either runs out of new target models it can reach and has a line of sight to, or the distance it is allowed to move is reduced to 0”.
  For example, if the range to the first target was 10”, then after making an Injury Roll for the first target, the closest model that can see the first target and is within (18-10) = 8” of it would also be hit. If the second target was within 3” of the first, then after making the second Injury Roll , the closest model that has not yet been attacked, and which can see the second target and is within (18-10-3) = 5” of it would be hit, and so on.
  Note that if the original attack was a Critical Success, the Injury Roll modifier only applies to the first Injury Roll; it does not apply to any subsequent models that are hit by the swarm. However, the -1 **INJURY DICE** and **IGNORE ARMOUR** Keywords apply to all of the Injury Rolls made.

Lordship of This World

It is written that the powers of evil wield the greatest influence over the material world. The most formidable servants of the Pit, can torment the very earth itself and bend it to do their bidding.

Type	Range	Keywords
Special	-	-

- **Mark of the Pit:** The model carries a mark such as a living tattoo or a rune painted or carved by the hand of its infernal patron. At the start of each game, after both sides have deployed, if a friendly model with the Lordship of This World is on the battlefield you can pick 1 terrain piece that measures up to 8” by 8” and does not have any models from your Warband on it. You can move the terrain piece 6” in any direction, but it must finish wholly upon the battlefield, more than 1” from any other terrain pieces, and not on top of any of the models from your Warband. Any enemy models that are on the terrain piece are moved with it. Enemy models that the terrain piece is moved on top of are removed from the battlefield and then immediately redeployed by your opponent anywhere they desire within their deployment zone.

Masterwork Jezzail

It takes a year of effort from one of the Sultan’s own gunsmiths to craft these magnificent longarms. Its bullets are enhanced to seek out new Unbelievers if they penetrate their first target.

Type	Range	Keywords
2-Handed	36”	+1 DICE, CRITICAL

- **Enhanced Bullets:** If the target of an attack made with a Masterwork Jezzail is within 1” of a friendly model, you do not have to roll a D6 to see if the friendly model is hit by the attack. In addition, if the Success Roll for an attack made with a Masterwork Jezzail is more than 7, after making the Injury Roll for the target, subtract 7 from the Success Roll. Then make an Injury Roll for the closest enemy model that is within this distance in inches of the target model and has a Line of Sight to it (no Success Roll is taken).
  For example, if you roll a 9 for the Success Roll, you could make an Injury Roll for a second enemy model that was within (9-7=) 2” of the target model and in its Line of Sight. Note that if the original attack was a Critical Success, you only add the extra **INJURY DICE** to the first Injury Roll; the extra dice do not apply to any subsequent models that are hit.

Piece of Silver

Said to be a sliver of one of the thirty pieces of silver that Judas Iscariot accepted in return for betraying the Redeemer, there can be no talisman more potent to the servants of Hell.

Type	Range	Keywords
Special	-	-

- Luck of the Devil: At the start of each game, before deployment, if you have a model with a Piece of Silver in your Warband, take 3 D6, set them to 6, and put them aside. During the game, unless you are making an Injury Roll or a Bloodbath Roll, you can replace a D6 that you are about to roll with one of the dice you put aside. It is not rolled and is always treated as having rolled a 6 (roll any other dice normally). You can only use one of the dice you set aside per roll. If the model with the Piece of Silver is taken Out of Action, any of the dice you set aside that remain are discarded and cannot be used.

Restraining Muzzle

Court nobles use these cruel, barbed muzzles to bring Yoke Fiends to heel. Each can constrict them with a command word until the pain becomes unbearable.

Type	Range	Keywords
Equipment	-	-

- Brought to Heel: Add **+1 DICE** to rolls made for a Ranged Attack made by a Yoke Fiend that has a Restraining Muzzle. In addition, the Hateful ability does not apply to a Yoke Fiend that has a Restraining Muzzle.

Resurrection Engine

This miraculous holy clockwork machine grants the ability to bring the dead back to life thanks to the grace of God and the research of the Holy Science Academies of New Antioch.

Type	Range	Keywords
Special	-	CONSUMABLE

- Holy Machine: A Resurrection Engine is not allocated to a model (just add it to your Arsenal instead). Once during the campaign, you can use the Resurrection Engine to change the result rolled on the Trauma Table to a Full Recovery result. The Resurrection Engine is Consumed when it is used.

Rocket-Propelled Grenade

These shoulder-fired weapons launch a rocket with an explosive warhead. They are a recent invention, and thus expensive and difficult to manufacture.

Type	Range	Keywords
Special	36”	+1 INJURY DICE, CONSUMABLE, IGNORE ARMOUR, RELOAD

- Disposable Rocket: A Rocket-Propelled Grenade can be used once during a campaign as a Ranged Weapon. If a model that has been hit by a Rocket-Propelled Grenade is not taken Out of Action by the Injury Roll, it is blown D6” in a straight line directly away from the attacking model. It stops if it is blown into another model, Impassable terrain or terrain it cannot cross without having to Climb.

Salvage Golem

Golem servitors, created by the rabbis of the Kabbalistic School of Prague to alleviate the constant strain on supplies, are equipped with sophisticated sensors and metal detectors. Slow, difficult to maintain and methodical, they are not well-suited for combat, but prove invaluable during lulls in battle as they uncover hidden caches of loot.

Type	Range	Keywords
Special	-	-

- Helpful Servitor: A Salvage Golem is not allocated to a model (just add it to your Arsenal instead). At the end of each game, your Warband receives an extra D6x5 ● for each Salvage Golem it has in its Arsenal.

Smokescreen

The Engineering Corps of New Antioch are experts in the use of smokescreens to shield their Shock Troops from enemy fire.

Type	Range	Keywords
Equipment	-	CONSUMABLE

- Swathed in Smoke: At the start of a game, after deployment, if you have a model with a Smokescreen, you can say they will use it. If you do so, divide the battlefield into 4 equal quarters and say which one is swathed in smoke. Add -1 **DICE** to Ranged Attacks if the Line of Sight for the attack crosses any part of the quarter that is swathed in smoke.

Sniper Scope

A Sniper Scope is a type of telescope mounted on a rifle or similar weapon. Some feature night-vision enhancements and superb, adjustable crystal lenses, while those crafted by the foundry-monastery of Saint Sebastian for Sniper Priests have an in-built reliquary instead.

Type	Range	Keywords
Equipment	-	-

- Enhanced Accuracy: When this Glory Item is given to a model, you must choose 1 Ranged Weapon that the model already has and which has the word “Rifle” as part of its name. That Weapon gains the **IGNORE LONG RANGE** Keyword. A Sniper Scope cannot be reallocated during the Quartermaster Step.

Mobile Sultanate Grand Cannon

Mounted on the Great Iron Wall, these are the main artillery that the Sultanate produces in vast numbers. Normally fixed in place, a variant suited for the massive hands of the Brazen Bulls has been designed so the living field artillery of the Padishah can take on truly heavily armoured enemies and vehicles.

Type	Range	Keywords
1-Handed	48”	+2 INJURY DICE, HEAVY, IGNORE ARMOUR

- Brazen Bull Grand Cannon: A Grand Cannon that is found as a Glory Item must be carried by a Brazen Bull and uses the profile above for all rules purposes.
- Unstoppable Object: If a model that has been hit by a Mobile Sultanate Grand Cannon is not taken Out of Action by the Injury Roll, it is pushed D6” in a straight line directly away from the attacking model. The model stops if it pushed into another model, Impassable terrain or a terrain piece it cannot cross without having to Climb.

The Mark of Cain

Cain, the first of murderers, was marked by God, as a ward against those who would kill him. Corrupted copies of this mark are carved into the flesh of those who venture to Hell seeking to learn the art of murder from the greatest killers who reside in the Eternal Fire.

Type	Range	Keywords
Equipment	-	-

- Retribution: If an **ACTION** taken by a model causes one or more **BLOOD MARKERS** to be placed next to a model with the Mark of Cain, then place an equal number of **BLOOD MARKERS** next to the model that took the **ACTION**.

Tormentor Chain

A barbed chain used to bind the damned in Hell and sometimes granted as a weapon to Heretic warriors who have proven the most adept at dragging prisoners to the Gates of Hell alive. Possessing a will of its own, the chain can traverse great distances to snare some poor unfortunate soul in its barbed embrace.

Type	Range	Keywords
1-Handed	10”	ASSAULT, IGNORE COVER, IGNORE LONG, RANGE, SHRAPNEL

- Dragged Forwards: If an attack made with a Tormentor Chain is a Success or Critical Success, do not make an Injury Roll for the target. Instead, place **1 BLOOD MARKER** next to the target, and then place a second **BLOOD MARKER** on the target because the Tormentor Chain has the **SHRAPNEL** Keyword. After placing the **BLOOD MARKERS**, you can move the target model up to 12” in a straight line, but you must move it so that it finishes the move as close as possible to the attacking model. This move can be used to make the model move within 1” of an enemy, make a retreat move, Climb, Jump, or Jump Down. The model cannot make a Diving Charge.
- Deadly Embrace: Enemy models cannot retreat if they are within 1” of a model with a Tormentor Chain.

Trench Dog

A great many animals serve in the trenches alongside the soldiers. Wardogs are by far the most common, but tame ocelots, barbary apes, small bears, and other unusual pets abound, while the forces of Hell keep hellhounds and other Infernal beasts as pets.

Type	Range	Keywords
Special	-	DEPLOYABLE

A Trench Dog is represented by a model that is mounted on a 25mm base (▸ see below).

- Loyal Hound: When you give a Trench Dog to a model, you can give the model and the Trench Dog the **FIRETEAM** Keyword at a Cost of +1 ✺.
- The Dogs of War: After you deploy a model with a Trench Dog, you can also deploy their Trench Dog. The Trench Dog is treated as if it were a model in the Warband, except that it is not counted as part of the Warband for the purposes of Morale Checks. If a Trench Dog is taken Out of Action, roll for its survival in the same way as you would for a Troops model. Trench Dogs cannot, of course, be Promoted.
- Special Training: When you give a Trench Dog to a model, you can give the Trench Dog one of the following special abilities at a Cost of +1 ✺.
  - **Guard Dog** (not Black Grail or The Court): These dogs warn their masters of impending danger and fight fiercely for their company. Models cannot use the **INFILTRATOR** Keyword to deploy within 12” of an enemy Guard Dog.
  - **Hellhound** (Fallen Warbands only): This horrifying infernal canine is the size of a small pony, and within its tortured belly rage the flames of Hell itself. It howls in constant agony and rage in combat. All Hellhounds gain the **NEGATE FIRE** Keyword. Attacks made by a Hellhound that is part of a Black Grail or Knights of Avarice Warband have the **+1 DICE** and **GAS** Keywords. Attacks made by a Hellhound that is part of any other Warband have the **+1 DICE** and **FIRE** Keywords.
  - **Martyrdom Dog** (Trench Pilgrims only): Trench Pilgrims often enthusiastically strap their dogs with explosives so they can partake in a glorious martyrdom operation. A Martyrdom Dog has a Martyrdom Device and can trigger it like an Ecclesiastic Prisoner.
  - **Mercy Dog** (New Antioch only): Mercy Dogs have and can use a Medi-kit (▸ see Medi-kit). In addition, when you move a Mercy Dog that starts the move in contact with a friendly model that is Down that is more than 1” from any enemy models, it can drag the friendly model along with itself. If it does so, halve the Mercy Dog’s Movement Characteristic. A Mercy Dog cannot drag a friendly model when it retreats or charges.

Trench Dog

These loyal canines can be trained to serve in multiple roles: as mercy dogs for rescuing wounded soldiers, fierce guard dogs or as messengers.

Movement	Ranged	Melee	Armour	Base
8”/Infantry	-	+0 DICE	0	25mm

Battlekit	A Trench Dog cannot have any Battlekit.
Abilities	✠ Four Paws: Add **+1 DICE** to Risky Success rolls for a Trench Dog when they Climb, Jump or take a Dash **ACTION**. ✠ Pack Loyalty: A Trench Dog has the same Faction Keyword as the model that has it. For example, the owner of a Trench Dog had the **NEW ANTIOCH** Faction Keyword, then the Trench Dog will have the **NEW ANTIOCH** Faction Keyword too. ✠ Teeth and Claws: A Trench Dog can make a Melee Attack even though it doesn’t have a Melee Weapon.
Keywords	▸ see above.

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SCENARIOS

This section of the rulebook includes a selection of scenarios you can use for games of Trench Crusade. Each scenario provides the information you need to set up and play a game, any special rules you will need to play the scenario, and details of how the winner of the game is decided.

PREPARING TO PLAY

To play a game of Trench Crusade, you will need to recruit a Warband (▸ see Starting a Warband in Warbands of Trench Crusade), find an opponent, and then decide which scenario you and your opponent want to play. If you're playing a campaign game, the scenario you will play will be determined using the rules. (▸ see Selecting a Campaign Scenario).

If you're playing a one-off game, you can choose which scenario you want to play; if you can't agree, roll-off and the winner can pick the scenario you will use. Once you've chosen your scenario, the rules in this section will explain how to set up and play the game.

When you are ready to play the scenario, you will need to bring along the models for the force you will use in the game, some terrain pieces, rules, dice and markers, and a copy of the rulebook.

Scenario List

The rulebook includes the following scenarios. The scenarios provided here will be enough for months of play, and you can find more on the Trench Crusade website at *www.trenchcrusade.com*

I Claim No Man's Land
II Hunt for Heroes
III Relic Hunt
IV Trench Warfare
V Armoured Train
VI Dragon Hunt
VII Supply Raid
VIII From Below
IX Fields of Glory
X Don't Breathe
XI The High Ground
XII Great War

Scenario Format

A Trench Crusade scenario includes the following information.

GAME MAP

The map for a scenario shows the Deployment Zones for each side and where to place any Markers that need to go at a specific location. All of these things are explained in more detail in the following rules.

FORCES

Scenarios are fought with a selection of models from your Warband called a Force. The first thing you must do to play a game is to pick the models from your Warband that will make up your Force. In a one-off game, you will usually be able to use all of the models in your Warband, however, if you are playing a campaign game, your Force must conform to your Warband's Threshold Value and Field Strength (▸ see Warband Threshold Table).

Any further restrictions on what you can include in your Force, over and above those for Starting a Warband or your Warband's Threshold Value and Field Strength, will be noted in the instructions for the scenario. Once you've chosen your Force, only the models in your Force are considered part of your Warband for the duration of the scenario. For example, if a rule states you can do something if a model is part of your Warband, you can only use the rule in a game if you included the model in your Force.

One-off Games

The Trench Crusade rules are written primarily for use in campaigns (▸ see Campaign Rules). However, they can also be used for one-off games that are not part of a campaign. In one-off games, you will need to agree on how many ♛ can be spent on your Warbands, and if you will allow the Warbands to use ⊛ to purchase models, Mercenaries, or Battlekit.

If you are new to Trench Crusade, we recommend using a 700 ♛ starting Warband for one-off games. This will allow you to count the game as the first game in a campaign should you wish to do so. Once you've gained some experience, we've found that 800 ♛ and 6 ⊛ is a very good size for one-off games, offering plenty of choice without making the Warbands too large and unwieldy.

THE BATTLEFIELD

The next thing you need to do is set up the battlefield. Most scenarios can be played on a typical dining table, but some require a battlefield that is either 36” or 48” square.

Battlefield Archetypes

The instructions here will explain which battlefield archetype is used for the scenario. Battlefield archetypes are explained in the Terrain Section of the book, which also includes instructions for setting the terrain pieces up for the game (▸ see Battlefield Archetypes). Any additional instructions on how to set up the terrain pieces for the scenario will be included here. Note that unless stated otherwise, the terrain shown on the map is for illustrative purposes and does not need to be copied when you set up the terrain for the scenario.

Markers

Some scenarios will ask you to set up one or more Markers. When a Marker is set up in a specific location, its position is marked on the map with a white cross. If a Marker is set up at the ‘Midpoint’, it must be set up so that the centre of the Marker is at the centre of the battlefield. You can use cardboard, wood or plastic counters, flags, or pieces of “scattered terrain” up to 40mm across as Markers. A Marker does not hinder movement or affect the Line of Sight unless it is a terrain piece (▸ see Terrain Pieces). If a terrain piece covers the spot where a Marker is to be set up, place the Marker anywhere that it will stand on the terain piece.

Blocking Terrain

You are not allowed to set up terrain in such a way that it would make it impossible for any of the models being used for the game to either exit their Deployment Zone or reach a location where a Marker is to be placed. If you realise that you have accidentally set up blocking terrain once the game is underway, you must allow models that are blocked by it to cross as if it were Open terrain (it will still block Line of Sight).

DEPLOYMENT

Next, the players must deploy the models from their Forces. Unless stated otherwise, you must deploy all of the models from your Force. Models must be set up on the battlefield or in terrain that isn’t Impassable.

Deployment Zones

The map for the scenario you are using will show an area on the battlefield referred to as your Deployment Zone. This is where each player can deploy their models. When you are instructed to deploy a model or a terrain piece in your Deployment Zone, it must be deployed wholly within it. The instructions for the scenario will explain how the players pick which Deployment Zones they will use.

Infiltrators

Some models either have the **INFILTRATOR** Keyword or a special rule that allows them to deploy after other models and/or outside their side's Deployment Zone. The scenario will say whether these special deployment rules can be used or if the models must be deployed normally. If a scenario says that Infiltrators must deploy normally, then it means that no models can deploy outside their side's Deployment Zone. Note that when a rule says that a model is deployed 'after' other sorts of models, it means after all other models from both sides have been deployed. If both sides have models that deploy after other models, then any instructions in the deployment rules about the order in which models are deployed still apply.

> For example, if Gary has 9 models that include 1 infiltrator and Christina has 7 models that include 3 infiltrators, Gary and Christina would deploy the models that can't infiltrate first until Christina ran out of models. Gary would deploy the rest of their models that can't infiltrate one after the other. Then, Gary and Christina would deploy their infiltrators, starting with Christina because Gary deployed the last model.

SPECIAL RULES

Some scenarios include one or more special rules. When this is the case, they will be included after the Deployment instructions for the scenario.

Pre-Game Activities

Many Abilities, Skills, and Battlekit special rules allow you to take an action before the game begins. These are called Pre-Game Activities. Each pre-game activity will say when it takes place; if they say they take place "before" or "after" something, they happen immediately before or after it. For example, if a rule allowed you to do something "at the start of the game, before deployment", it would happen immediately before deployment was started. If several pre-game activities happen at the same time, then the players must roll-off and the winner decides what order they are resolved in.

> ### Secret Information
>
> You will sometimes be required to secretly write down information during a game. For example, you might need to secretly write down which enemy models you have marked to be taken Out of Action during the game. When you record information like this, you must ensure that whatever you write down is legible and clearly explains the information it needs to convey. When the secret information is revealed during the game, you must show what you wrote down to your opponent.

GAME LENGTH

Once both sides have deployed, you are ready to start the game's first Turn. The instructions here will explain how long the game lasts, generally stating a number of Turns.

VICTORY CONDITIONS

When the game ends, follow the instructions here to determine who has won.

Victory Points

In most scenarios, Victory Points (sometimes referred to as VPs) are used to determine who wins and loses. If both players score the same number of Victory Points the game is a draw.

Each scenario includes a list of the Victory Points that can be scored by the players during the game, that says when and how they are scored. If Victory Points are scored at the end of each Turn, when the game ends, first score any Victory Points for the end of the final Turn, and then score any Victory Points that are only scored at the end of the game.

GLORIOUS DEEDS

Each scenario has a unique set of Glorious Deeds that, when completed, award Victory Points. The number of Victory Points that are awarded will be included in the list of Victory Points for the scenario that is being played. Each Glorious Deed outlines a condition; the Glorious Deeds are completed as soon as the condition is met for the first time during a game.

Unless stated otherwise, each Glorious Deed can only be completed once, and whichever player completes a Deed first gets the glory! If both players complete the same Glorious Deed at the same time, roll-off to determine who completed the Glorious Deed first. Note that a single model can complete several Glorious Deeds at the same time.

Conditions

Every Glorious Deed has a title followed by a condition. The condition is what you must do to complete the Glorious Deed. For example, the Lord of War Glorious Deed has the condition that "A friendly model takes two enemy models Out of Action with Melee Attacks in a single Turn." A model is considered to have achieved a condition if anything it does causes an outcome that completely satisfies the condition.

For example, the Protect the Relic Glorious Deed has the condition that a model causes an enemy model within 1" of a Reliquary Marker to be taken Out of Action. If the enemy was near a ledge, and an attack by a model took them Down, and then they fell from the ledge and the Fall took them Out of Action, then the attacking model would complete the Protect the Relic Glorious Deed. This is because their attack caused the enemy model to be taken Out of Action.

On the other hand, the Sniper Glorious Deed has the condition that a model must make a Ranged Attack at Long Range against a model that has the Cover modifier, and that the Ranged Attack must take the target Out of Action. If the target was near a ledge, and the attack took them Down, and then they fell from the ledge and the Fall took them Out of Action, then the attacking model would not complete the Sniper Glorious Deed because it was the Fall that took the enemy model Out of Action, not the Ranged Attack.

GLORY POINTS

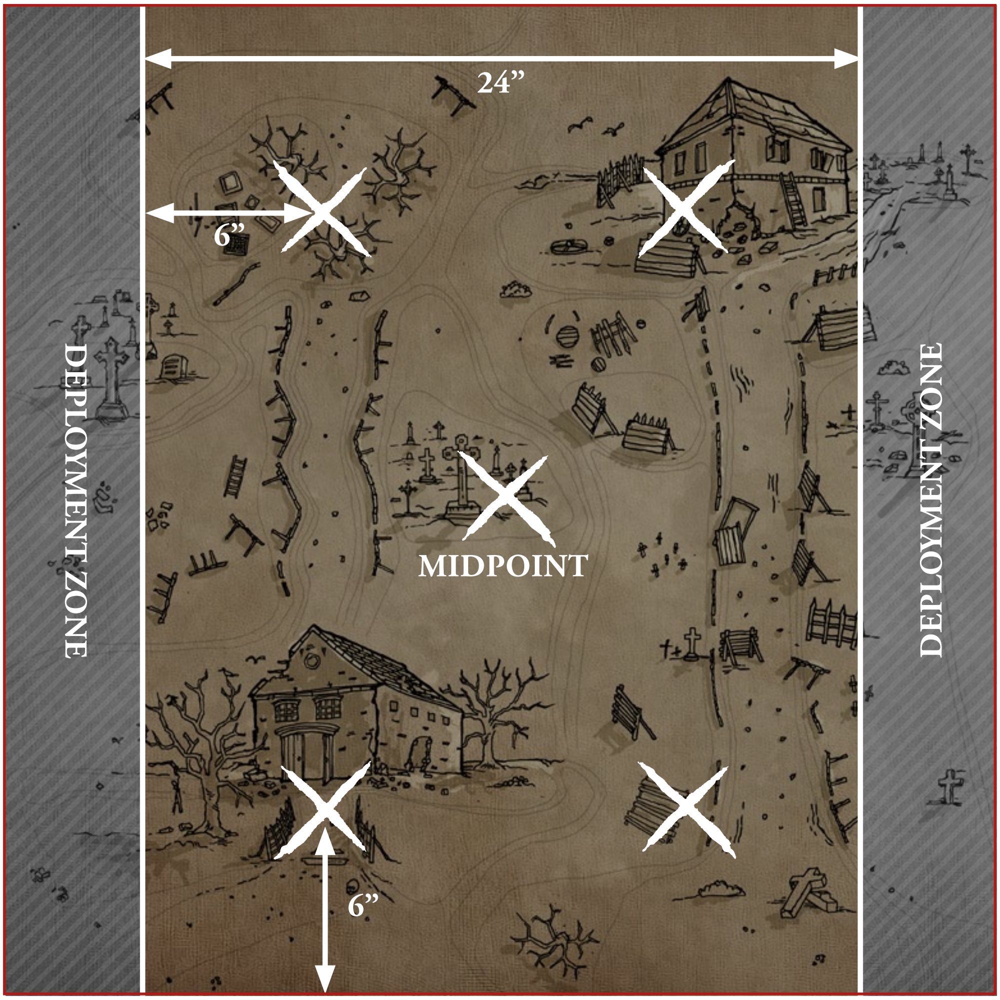
If you are playing a campaign game, you will need to track which of your models completed Glorious Deeds during the game. Although a Glorious Deed can only be carried out once per game, it can be carried out several times in different games throughout a campaign.

Carrying out a Glorious Deed in a campaign allows you to do the following things after the game is finished:

- You get 1 ⊛, which you can spend to hire mercenaries or purchase Battlekit and Glory Items that have a Cost in ⊛ instead of ♛ (▸ see Purchase Glory Items).
- Models with the **ELITE** Keyword that carry out one or more Glorious Deeds in a game receive 1 Experience Point (▸ see Experience). If a Glorious Deed is completed by a Warband or a player rather than a model (e.g. when a player wins the game), then no experience points are received for that Glorious Deed.
- Add 1 D6 to your Promotion Pool after the game for each Glorious Deed that was carried out.

I • Claim No Man's Land

Battle for control over a stretch of land and drive away your foes.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man's Land battlefield archetype.

Objective Markers

The Markers shown on the map represent important objectives. When you set up the terrain pieces for this scenario, you must place the first five terrain pieces so that they are covering the locations where the Objective Markers will be set up. In addition, you must use Ruined Building terrain pieces if you have them available. The Objective Markers are set up after all of the terrain. Place each Objective Marker anywhere on the terrain piece that covers its starting position; the whole of the terrain piece is treated as the Objective for this scenario, and cannot be destroyed or removed for any reason..

Controlling Objectives

A player controls an Objective terrain piece if there are more friendly models on, in, or within 1” of the terrain piece than there are enemy models. If one player has any models on the terrain piece and their opponent does not, then the player with models on the terrain piece controls it even if their opponent has more models within 1” of the Objective.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent’s. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another until they have none left. Once the players have set up their models, deployment ends and the game begins.

Infiltrators

Infiltrators must deploy normally (they cannot use their special deployment rules).

GAME LENGTH

This scenario lasts four Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

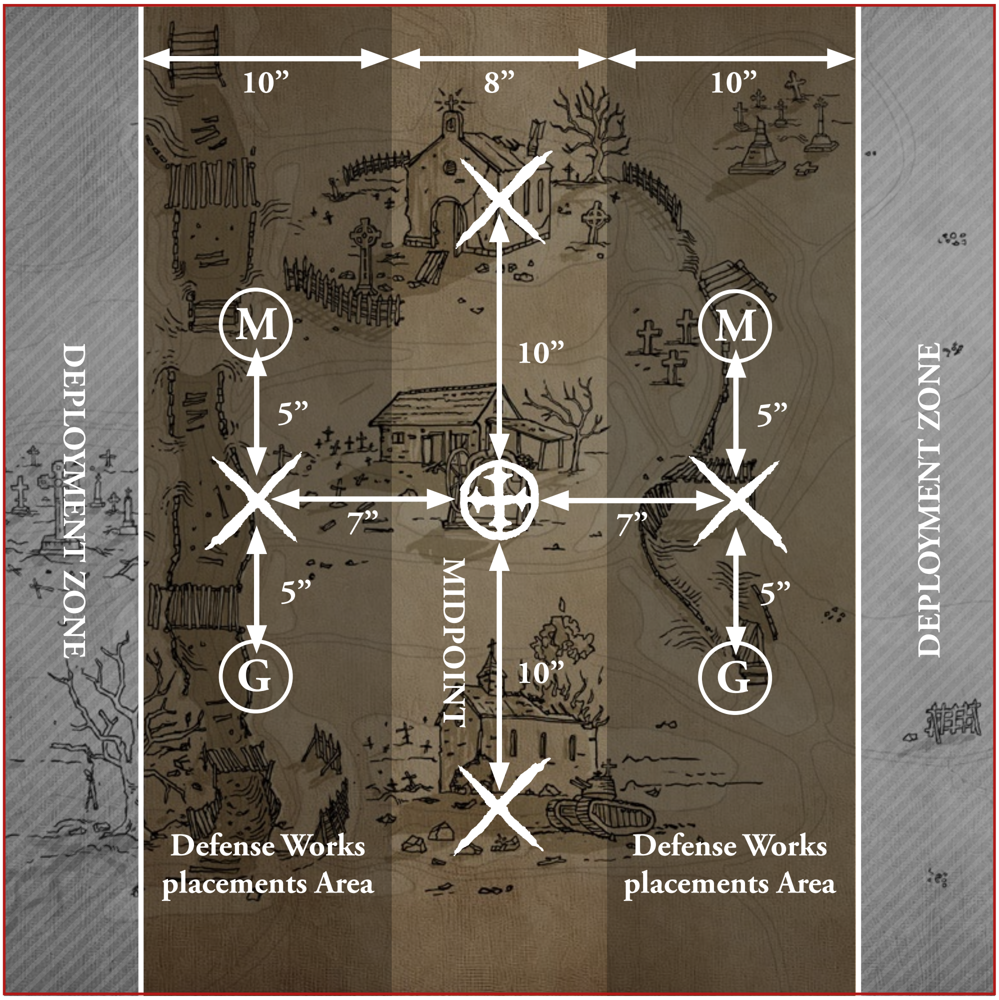
- At the end of each Turn, each player scores 2 VPs for each Objective they control.
- At the end of the game each player scores 1 VP for each Glorious Deed they completed.

GLORIOUS DEEDS

- Bloodletting: An attack made by a friendly model results in the sixth **BLOOD MARKER** being placed beside an enemy model.
- Cast Them Down: A friendly model causes an enemy model to Fall from a height of at least 3" (e.g. by taking the enemy model Down near a ledge, or by forcing it off a ledge in some way).
- Hold Your Ground: A Warband is the first to pass a Morale Check in this game. You receive a Victory Point for achieving this Glorious Deed. In a campaign game you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.
- Lord of War: A friendly model takes two enemy models Out of Action with Melee Attacks in a single Turn.
- Resist and Bite: A friendly model that began its Activation Down takes an enemy model Out of Action in the same Activation.
- Sniper: A friendly model takes an enemy **ELITE** model Out of Action with a Ranged Weapon Attack that has the Long Range and Cover modifiers.
- Suicidal Bravery: A friendly model successfully charges two models with the same charge move.

II • Hunt for Heroes

Hunt down the enemy leaders while protecting your own.


10”
8”
10”
10”
M
M
5”
5”
7”
7”
5”
5”
G
G
10”
DEPLOYMENT ZONE
MIDPOINT
DEPLOYMENT ZONE
Defense Works placements Area
Defense Works placements Area

FORCES

In this scenario, both players must include as many **ELITE** models from their Warband as possible.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man’s Land battlefield archetype.

Objective Markers

The Markers shown on the map with a white cross represent important objectives. When you set up the terrain pieces for this scenario, you must place the first four terrain pieces so that they are covering the locations where the Objective Markers will be set up. In addition, you must use Ruined Building terrain pieces if you have them available. The Objective Markers are set up after all of the terrain. Place the Objective Marker anywhere on the terrain piece that covers its starting position;

the whole of the terrain piece is treated as the Objective for this scenario. A player controls an Objective terrain piece if there are more friendly models on, in, or within 1” of the terrain piece than there are enemy models.

Defence Works Markers

The Markers shown on the map that have a G or an M represent defence works that have built-in weaponry - “G” has a Gun Battery, and “M” has a Machine Gun Emplacement. After you have set up any Objective terrain pieces, you must place the next four terrain pieces so that they are on top of where a Defence Works Marker will be set up. In addition, you must use Ruined Building terrain pieces if you have them available.

The Defence Works Markers are set up after all of the terrain. Place the Marker anywhere on the terrain piece that covers its starting position. Defence Work Markers have the following special rules:

- Gun Battery Marker: A Gun Battery Marker is treated as if it were a Sultanate Grand Cannon stationary gun battery that can be used by any model. Rules for the Sultanate Grand Cannon stationary battery are found in the Defenders of the Iron Wall section of the Warbands of Trench Crusade document.
- Machine Gun Emplacement Marker: A model that is within 1” of a Machine Gun Emplacement is treated as having a Machine Gun from the standard Battlekit List (▸ see Machine Gun). A Machine Gun Emplacement cannot be used if the Marker is within 1” of an enemy model. Each Machine Gun Emplacement can be used once per Turn.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent’s. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. However, if they deploy using their special deployment rules, they cannot deploy within 8” of an Objective.

Marks & Assets

After the deployment, each player must secretly write down up to three enemy models with the **ELITE** Keyword as Marks, and one friendly model that has the **ELITE** Keyword as an Asset. Taking out enemy Marks and keeping the friendly Asset alive will score additional Victory Points at the end of the game (▸ see below).

UNFORESEEN EVENTS

At the start of each Turn after the first, one of the players must roll a D6. On a roll of 1-4 nothing happens, but on a 5 or 6, an Unforeseen Event takes place (do not roll again to see if any further Unforeseen Events take place). Roll D3 and look up the roll on the table below to see what happens.

D3	Unforeseen Event
1	**Rising Fog:** Heavy fog covers the entire combat zone, drastically limiting visibility for all models. During this Turn and the next Turn, all Ranged Weapons have their Range halved (short range will be half the reduced Range).
2	**Rain, Mud, and Guts:** The clouds roar and wail as a sudden downpour strikes the battlefield, leaving the ground muddy and bloody, and battlekit heavy and wet. During this Turn and the next Turn, add -2 **DICE** to rolls for Melee Attacks.
3	**Deep Craters:** A sudden and violent earthquake hits the area, sending tremors through the earth as the land splits and caves in, forming deep craters all over the warzone. The players roll-off. Starting with the winner, they take it in turn to each placing Crater Markers, one at a time, until 6 new Markers have been placed. The Crater Markers cannot be placed within a Deployment Zone or within 2” of a terrain piece or a model. Open terrain within 2” of the centre of the Crater Marker is considered to be a pit that has sheer sides and is D3+3” deep (roll separately for each Marker when it is placed). Models can Jump Down or Fall into the pit, and will need to Climb in order to leave it. Crater Markers can be represented by a suitable terrain piece that is up to 4” across, if any are available.

GAME LENGTH

This scenario lasts five Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

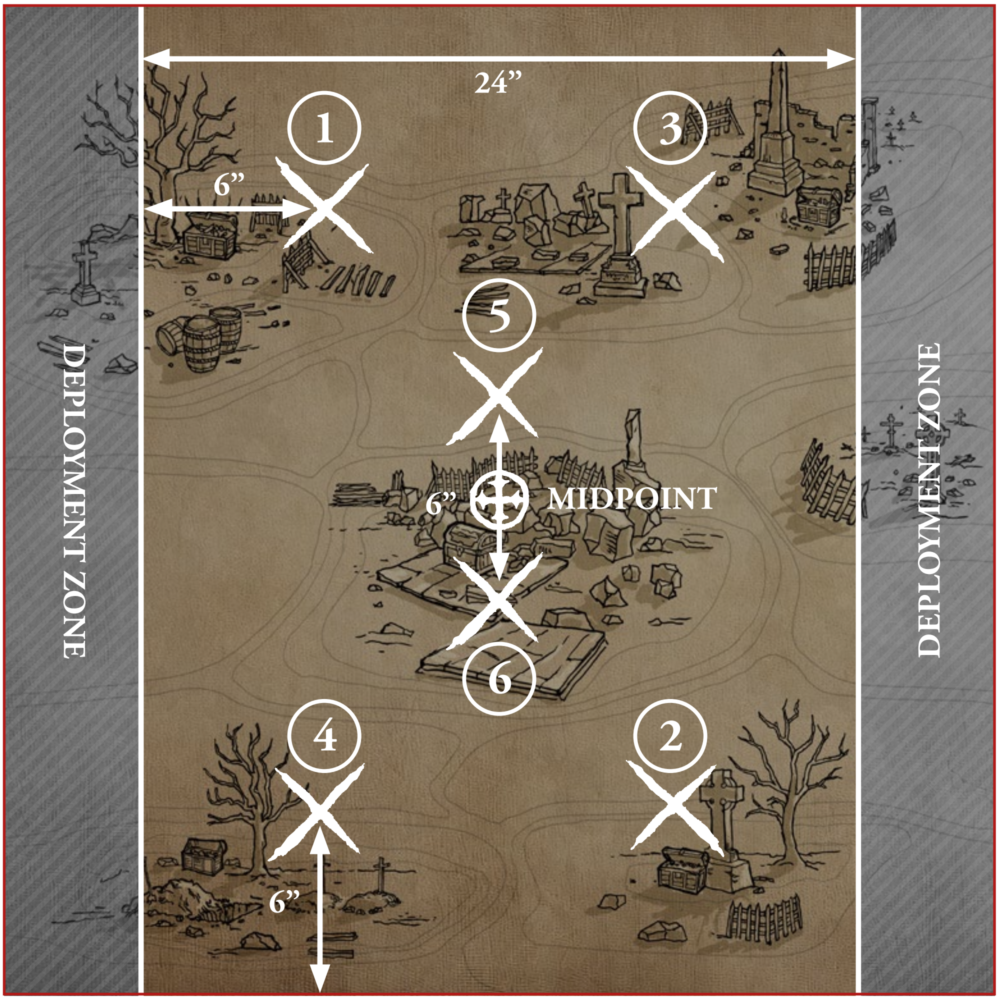
- At the end of each Turn, each player scores 1 VP for each Objective that is within 1” of one or more of their models and 1 VP for each Objective they control.
- At the end of the game each player scores:
  - 1 VP for each Glorious Deed they completed.
  - 2 VPs for each enemy Mark that was taken Out of Action.
  - 3 VPs if the friendly Asset was not taken Out of Action.

GLORIOUS DEEDS

- Sharpshooter: A friendly model in cover takes an enemy **ELITE** model Out of Action with a Ranged Attack with the Long Range modifier.
- Dangerous Fall: A friendly model causes an enemy model to Fall into a crater (▸ see Unforeseen Events).
- Death From Above: A friendly model takes an enemy model Out of Action with a Melee Attack with the Diving Charge modifier.
- High Risk, High Reward: An Asset takes an enemy Mark Out of Action. To claim this deed, the player must first reveal that their model was an Asset and that the enemy model was a Mark.
- Kill their Leaders: Take all of the enemy Marks Out of Action. To claim this deed, the player must first reveal which enemy models were their Marks. The model that took the last Mark Out of Action is credited with completing this Glorious Deed.

III • Relic Hunt

Find and secure sacred relics for the glory of your Patron.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man’s Land battlefield archetype.

RELIQUARY MARKERS

The Markers shown on the map represent Reliquaries. Set up the Markers at the locations shown on the map. At the end of Turn 1, remove Reliquaries 1 and 2, and at the end of Turn 2, remove Reliquaries 3 and 4.

- Claim Reliquary **ACTION**: A model that is within 1” of a Reliquary, can take a Claim Reliquary **ACTION**. If it does so, take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success or Critical Success, the Reliquary is claimed by the model (▸ see Victory Points). A Reliquary that has been claimed cannot be claimed again for the rest of the Turn (it can then be claimed again by either side in subsequent Turns). Note that after a model claims a Reliquary, it remains claimed by their side for the rest of the Turn even if the model is subsequently taken Down or Out of Action.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent’s. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Each player may deploy a maximum of six models. Models mounted on bases 40mm or larger count as 2 models for this purpose. Any models that cannot be deployed are available as reinforcements. Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators must deploy normally (they cannot use their special deployment rules).

REINFORCEMENTS

At the start of each Turn, the players roll-off. The winner rolls a D3 to see how many reinforcement models each of the players can deploy. The players then alternate deploying reinforcement models, one at a time, starting with the player that won the roll-off. Reinforcement models must be deployed touching the edge of the battlefield, wholly within their Deployment Zone, and more than 8” from the closest enemy model. If a player runs out of reinforcement models, the opposing player can set up any remaining reinforcements they have available up to the limit set for the Turn. Players must set up reinforcements if they have any available and are allowed to do so (you can’t choose to hold them back).

TO THE DEATH!

Neither side takes Morale Checks during this game, and neither player can choose to flee with their Warband.

GAME LENGTH

This scenario lasts four Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield after any reinforcements have been deployed. Otherwise, the player with more Victory Points at the end of the game wins.

Victory Points

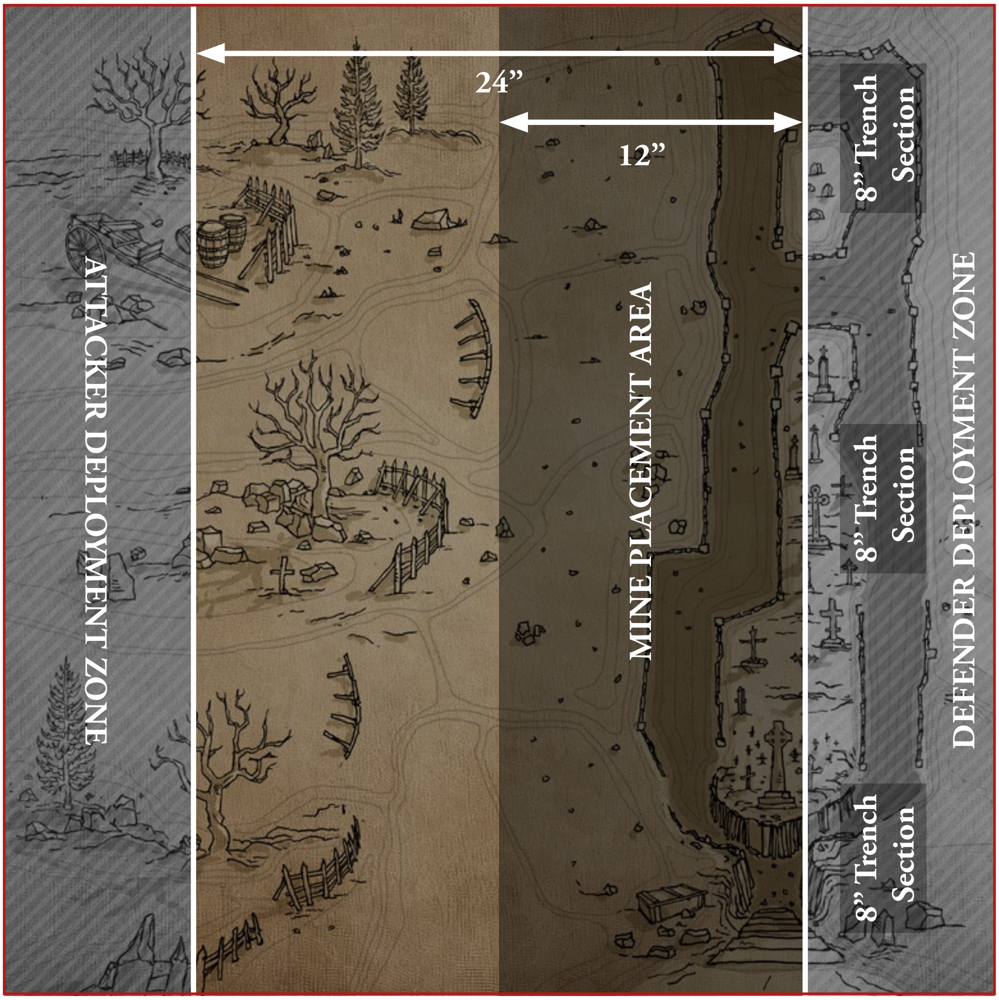
- During Turns 1 to 3 each player scores 1 VP for each Reliquary claimed by a model from their Warband, up to a maximum of 4 VPs per Turn (they can claim more Reliquaries to deny the enemy the chance of claiming them).
- During Turn 4 each player scores 2 VPs for each Reliquary claimed by a model from their Warband.
- At the end of the game each player scores 1 VP for each Glorious Deed they completed.

GLORIOUS DEEDS

- Blood Sacrifice: A friendly model causes three enemy models to be taken Out of Action during the game.
- Cast Them Down: A friendly model causes an enemy model to Fall from a height of at least 3” (e.g. by taking it Down near a ledge or by forcing it off a ledge in some way).
- Protect the Relic: A friendly model causes an enemy model that is within 1” of a Reliquary Marker to be taken Out of Action.
- Relic Hunter: A friendly model claims two different Reliquaries during the game.
- Resist and Bite: A friendly model that began its Activation Down takes an enemy model Out of Action in the same Activation.
- Sniper: A friendly model takes an enemy **ELITE** model Out of Action with a Ranged Weapon Attack that has the Long Range and Cover modifiers.

IV • Trench Warfare

Assault the trenches to win glory for yourself or mount a defence against an enemy attack.


ATTACKER DEPLOYMENT ZONE
24”
12”
MINE PLACEMENT AREA
8” Trench Section
8” Trench Section
8” Trench Section
DEFENDER DEPLOYMENT ZONE

FORCES

Before picking their Forces, the players must decide who is the attacker and who is the defender in this scenario. In a campaign, the player with the most models in their Warband (ignoring their Threshold Values or Field Strength) is the attacker, and their opponent is the defender. If both players have the same number of models, and in one-off games, the players roll-off and the winner must decide who will be the attacker and who will be the defender. The defender must halve the number of ♛ they can spend on their Warband in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man’s Land battlefield archetype. When setting up the terrain for this scenario, do not set up any terrain in either Deployment Zone (▸ see Defenders Trench Line below).

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. Before deploying any models, the defender must set up their Trench Lines and Mine Markers as described below. The players then alternate deploying their models one at a time, starting with the attacker. Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Defending Trench Lines

The defender must set up three trench sections that are at least 8" long at the locations shown on the map. They can add additional trench sections of any size.

Mine Markers

After the defender sets up their Trenches, they can set up 12 Mine Markers within the Mine Placement Area. After setting the Mine Markers up, the defender must secretly write down which 4 of the Mine Markers are duds. All of the other Mine Markers are live and have the **MINED** Keyword and the following special rule.

- Slaughter Mines: As soon as a model moves within 3" of a Mine Marker, temporarily halt its move. The defender must then reveal if the Mine Marker is a dud. If it is, nothing happens. If it is a live mine, it detonates in the same way as if the model had moved into contact with a Marker with the **MINED** Keyword. The Mine Marker is removed, and the moving model can then continue its move as long as it wasn't taken Down or Out of Action. Models with the **FLYING** Keyword only trigger a Mine Marker if they finish a move in contact with it (they can fly across it without setting it off).

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. Attacking models that use special deployment rules must deploy within 12" of their Deployment Zone.

GAME LENGTH

At the end of the fourth Turn, the attacker rolls a D6. On a 1 or 2, the game ends immediately. On a 3 or more, the game will end at the end of the fifth Turn.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

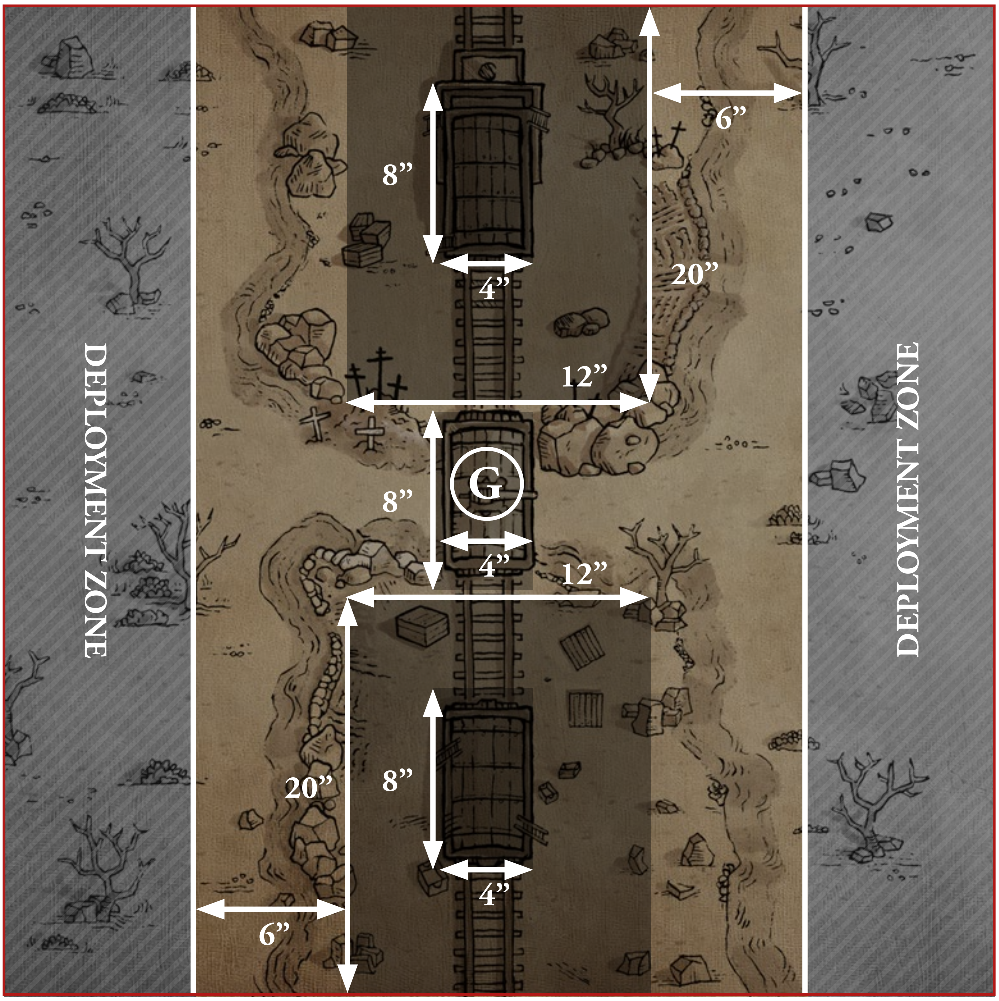
- At the end of each Turn, the defender scores 1 VP for each trench section that is at least 8” long and has one or more defending models in it. If there are no attacking models in the trench section, the defender scores 2 VPs instead of 1.
- At the end of each Turn, the attacker scores 2 VPs for each trench section that is at least 8” long and has one or more attacking models in it. If there are no defending models in the trench section, the attacker scores 3 VPs instead of 2.
- At the end of the game each player scores 1 VP for each Glorious Deed they completed.

GLORIOUS DEEDS

- Good Hunting: A friendly model takes an enemy model Out of Action with a Ranged Attack that has the Long Range modifier.
- Headshot: A friendly model that retreated earlier in its Activation takes one of the enemy models it retreated from Out of Action.
- Hold your Ground: A Warband is the first to pass a Morale Check in this game. You receive a Victory Point for achieving this Glorious Deed. In a campaign game you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.
- Into the Trenches!: A friendly model successfully charges an enemy model in a trench section and then takes the enemy model Out of Action with a Melee Attack.
- Survive to Tell the Tale: A friendly model that has two Injury Rolls made for it that are caused by mine explosions and is not taken Out of Action by either of the explosions.
- Victory or Death: A Warband wins the game. This Glorious Deed is only used in campaign games and is determined after the result of the game has been decided. You do not receieve any Victory Points for acheiving this Glorious Deed, but you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.

V • Armoured Train

A derailed armoured train, laden with loot and ammunition, is being fought over by the two warbands.



FORCES

If this game is being played as part of a campaign, both players have a Field Strength of 15 models.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man’s Land battlefield archetype and requires a Battlefield that is 48” by 48”.

The Train

When you set up the terrain for this battle, you must first set up the wagons from an armoured train. The wagons are located on a raised embankment that has a bridge in the middle.

The dimensions of the wagons are shown on the map. Each wagon has ladders on both sides that allow models to Climb up the sides without having to take a Risky Success Roll and doors at the centre of each side that can be unlocked to reach the supplies inside (▸ see the Supplies rule below). The top of each wagon is flat and treated as Open terrain.

Two of the wagons are located on raised embankments that measure 12" by 19". The sides of the embankments are roughly 5" high and are Difficult terrain. The central wagon is located on a bridge that joins the two embankments together. Models can move under the bridge from the sides and onto the bridge from each end, where it connects to the raised embankments.

Gun Battery Marker
After setting up the weapons, place a Gun Battery Marker on the top of the central wagon, as shown on the map. It has the following special rule:

- Gun Battery Marker: A Gun Battery Marker is treated as if it were a Sultanate Grand Cannon stationary gun battery that can be used by any model. Rules for the Sultanate Grand Cannon stationary battery are found in the Defenders of the Iron Wall section of the Warbands of Trench Crusade document.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators
Infiltrators must deploy normally (they cannot use their special deployment rules).

TRAIN WAGONS

The train was carrying supply crates containing precious weapons, materials, and holy relics. The supply crates are spread between the three wagons, which can be reached through the doors on the sides of the wagons. However, the doors on the sides of each wagon start the game locked. Train Wagons cannot be destroyed or removed for any reason.

- Unlock Wagon ACTION: A model within 1" of a locked door can take an Unlock Wagon ACTION. If it does so, take a Success Roll for the model. If the roll is a Failure, nothing happens (another model can try to unlock the door later in the same Turn). The door is unlocked and opened if the roll is a Success or Critical Success, revealing D3 Supply Crates inside. Place a Supply Crate Marker beside the wagon to show how many Supply Crates are inside it. If the door on the other side is unlocked, it can be used to reach any Supply Crates that remain inside, but does not generate any more of them.

- Open Crate **ACTION**: A model within 1" of an unlocked door on a wagon with any Supply Crate Markers still beside it, or within 1" of a Supply Crate Marker that has been carried by another model and dropped, can take an Open Crate **ACTION**. If it does so, choose one of the following three options for the model (you do not have to make a Success Roll):

1. Carry Crate: The model can carry the crate. Put the Supply Crate Markers in contact with the model's base to show it is carrying it. The only thing a model carrying a crate can do is take Move or Retreat **ACTIONS** - it cannot do anything else while it has the crate.
   a. At the end of its Activation, you can say that a model that is carrying a crate will either drop it or hand it to a friendly model that is within 1", or choose to Destroy or Draw Supplies from the crate as described below. When a model drops the crate, place it within 1" of the model and not in contact with any other models. When a model hands the crate on, place the Supply Crate Marker in contact with the other model's base.
   b. If a model carrying a crate is taken Down or Out of Action, or is chosen as the target of a Melee Attack, it immediately drops the crate as described above.
   c. If a model carrying a crate finishes its Activation in contact with any edge of the battlefield, it can escape with the crate; remove the model and the Supply Crate Marker from the battlefield (► see Victory Points). The model is still considered part of the Warband for the purposes of Morale Checks.
2. Destroy Crate: Take a Success Roll for the model. If the roll is a Failure, nothing happens. If the roll is a Success or a Critical Success, the Supply Crate Marker is destroyed (remove it from the battlefield).
3. Draw Supplies: Take a Success Roll for the model. If the roll is a failure, nothing happens. If the roll is a Success or a Critical Success, place a **BLESSING MARKER** next to the model and the crate is emptied (remove it from the battlefield).

GAME LENGTH

This scenario lasts five Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

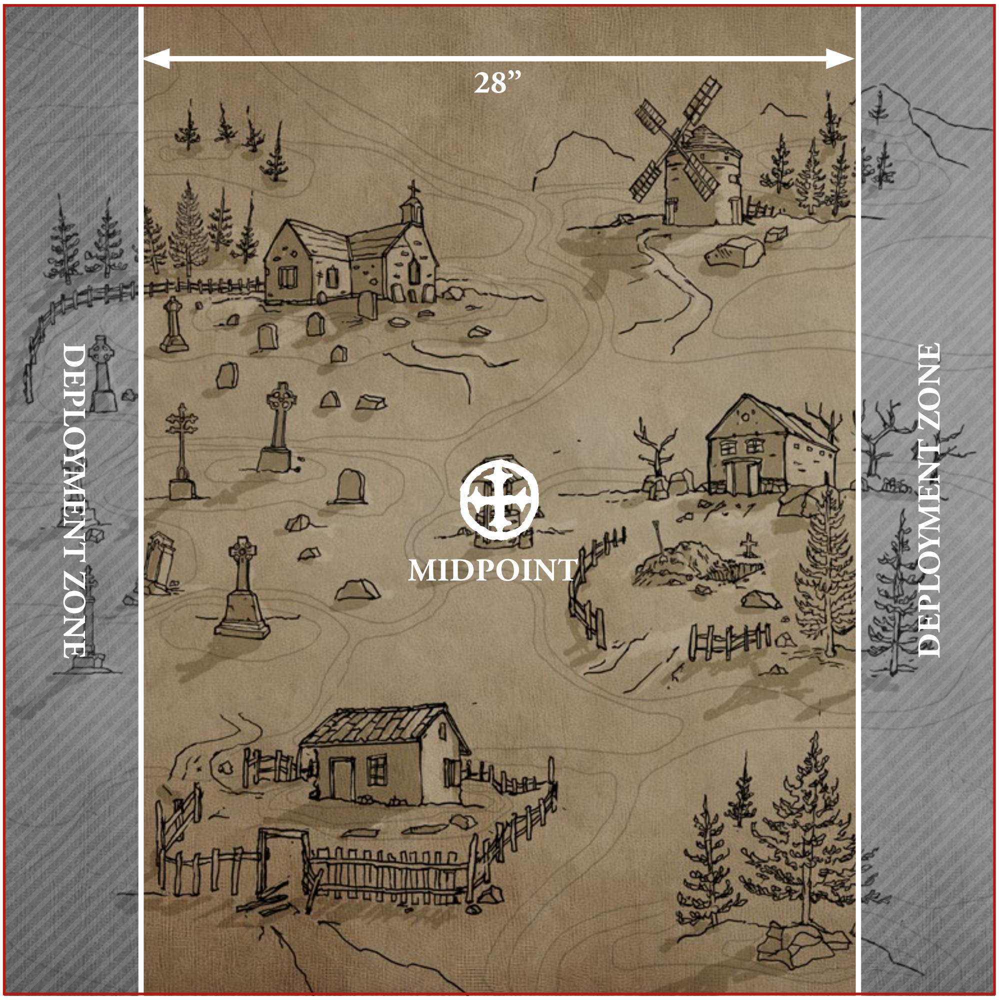
- At the end of the game each player scores:
  - 1 VP for each Glorious Deed they completed.
  - 1 VP for each crate a friendly model drew supplies from.
  - 2 VPs for each crate a friendly model destroyed.
  - 3 VPs for each crate that a friendly model escaped with.

GLORIOUS DEEDS

- King of the Hill: A friendly model ends 3 consecutive Turns on top of an embankment or the bridge and within 3” of a wagon.
- Meat-Grinder: A friendly model takes 3 enemy models Out of Action during the game using Ranged Attacks made with the Gun Battery.
- No Stone Left Unturned: A friendly model unlocks two different wagons.
- Over the Enemy Line: A friendly model escapes with a crate when it is wholly within the enemy Deployment Zone.
- Supply Run: Two friendly models escape with a crate. The model that escaped with the second crate is credited with completing this Glorious Deed.

VI • Dragon Hunt

For the glory of your Patron, hunt and defeat a monstrous creature, be it a possessed tank or a hellish beast.



FORCES

The players will additionally need a Dragon model and 6 Peasant models. The rules and Warband Entries for these models can be found below.

THE BATTLEFIELD

The players roll-off and the winner sets up the Dragon, the terrain and the Peasants for the game. This scenario uses the No Man’s Land or Trench Lines battlefield archetype (the player setting up the terrain decides which one to use).

The Dragon & The Peasants

The Dragon model is set up before setting up the terrain for this battle and the 6 Peasant models are set up after the terrain has been set up. Deploy the Dragon so that it covers the midpoint of the battlefield. Deploy the Peasants anywhere on the battlefield that is more than 8” from the Dragon, and more than 6” from any other Peasant or either side’s Deployment Zone.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent’s. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. However, if they deploy using their special deployment rules, they cannot deploy within 8” of the Dragon or 1” of a Peasant.

NEUTRAL MODELS

The Dragon and the Peasants are neutral models. Neutral models are treated as enemy models by both sides.

Neutral Model Activation Rolls

When a player finishes an Activation with one of their models, they must take a Neutral Model Activation Roll by rolling a D6. If they roll a 1-4, they can Activate a Peasant of their choice, and on a 5-6, they can Activate the Dragon or a Peasant of their choice. A player cannot Activate a model that has already been Activated (by either player). Once the Dragon and all of the Peasants have been Activated during a Turn, the players stop making Neutral Model Activation Rolls until the following Turn. When a player Activates a neutral model, they must carry out an Activation with it using the rules for the Dragon and the Peasants below. If a player runs out of models from their own Warband to Activate and there are still neutral models remaining to Activate, they must still make Neutral Model Activation Rolls. Note that once the Dragon has been Activated, there is no longer any need to make the Neutral Model Activation Rolls; the players can just pick a Peasant that has yet to be Activated and Activate them. In the unlikely event that the Dragon remains to be Activated after both players have finished Activating models from their Warband, just roll-off and the winner Activates the Dragon.

THE DRAGON

The Dragon is represented by a model on a base between 120mm and 300mm. Ideally, it should be large enough and shaped in such a way that two models on 60mm bases (or four models on 25mm bases) could stand on it at once. It can be a Larval Beast, a Possessed Tank, an actual Dragon, or any other large imposing monster.

The Dragon's Prey

When a player Activates the Dragon, they must first choose its prey. They then take 1 Move **ACTION** and 1 Shoot or 1 Fight **ACTION** with the Dragon. If the Dragon is not within 1" of its prey at the start of its Activation, it will move as described below and then attack. If the Dragon is within 1" of its prey at the start of its Activation, it will attack before it moves. If the attack takes the prey Out of Action, choose new prey and then move the Dragon as described below.

The Dragon's prey is determined by using the following list of priorities:

- If a model attacked the Dragon this Turn or in the last Turn, and the model is not on the Dragon's back, then it becomes the Dragon's prey. If several models are eligible, the closest eligible model to the Dragon becomes its prey. If two or more eligible models are equally close to the Dragon, the player can choose which model is its prey.
- If the Dragon was not attacked in this Turn or the last Turn, or if it was attacked and the attacking models have been taken Out of Action, then the Peasant closest to the Dragon becomes its prey. If two or more Peasants are equally close to the Dragon, the player can choose which model is its prey.
- If no Peasants are left on the battlefield, and the Dragon was not attacked in this Turn or the last Turn, then it has no prey and will instead attempt to leave the battlefield.

Attacking with the Dragon

When the Dragon attacks, it will target its prey if it can do so. Otherwise, it will target the nearest model that it can attack. If two or more potential targets are equally close to the Dragon, the player can choose which model it attacks. The Dragon will make a Melee Attack with its Teeth and Claws if it is within 1" of its target. If it is not within 1" of the target but is within 10" of it, it will make a Ranged Attack with its Fire Breath. If it is not within 10" of its target, it does not attack.

Moving the Dragon

The player must move the Dragon towards its prey so that it finishes either in contact with it or if that is impossible, as close to its prey as possible. If the Dragon has no prey, move it so that it finishes the move as close as possible to the nearest edge of the battlefield. If it reaches the edge of the battlefield, it leaves and is removed from the battlefield (▸ see Victory Conditions). Note that the Dragon's Siege Weapon ability allows it to move across terrain, and its Crush ability allows it to move over models when trying to reach its prey (▸ see the Dragon).

The Dragon

This massive entity is wreaking havoc, tearing through the afflicted, plague-ridden villages surrounding No Man's Land. Descriptions of the monster are wildly inconsistent. While some believe it to be a newborn Larval Beast, others report sighting a Possessed Tank. Whispers abound of an Angelic creature gone rogue, and some even say it is an actual Dragon. All accounts agree on its immense size and the trail of destruction and bloodshed it leaves behind. Showing no allegiance, it has trampled warbands and strongholds alike, spreading chaos indiscriminately.

Movement	Ranged	Melee	Armour	Base
10"/Infantry	+3 DICE	+3 DICE	-3	120-300mm

Battlekit The Dragon does not have any Battlekit.

Abilities

- Fire Breath: The Dragon can make a Ranged Attack even though it does not have any Ranged Weapons. A Fire Breath attack has a Range of 10" and the **+2 DICE**, **BLAST 3"**, **FIRE**, **IGNORE ARMOUR**, and **SCATTER** Keywords.
- Deadly Teeth and Claws: The Dragon can make a Melee Attack even though it does not have any Melee Weapons. A Teeth and Claws attack has the **+1 DICE**, **+1 INJURY DICE**, and **IGNORE ARMOUR** Keywords.
- Tail Swipe: After you make a Melee Attack with the Dragon, if it is still within 1" of any models that are not on its back, make a Melee Attack against each of the models that are not on its back in the order of your choice. A Tail Swipe attack has the **+1 INJURY MODIFIER** Keyword.
- Living Battlefield: Models can treat the Dragon and its base as if they were Dangerous terrain, and can finish a move on top of the Dragon's model. All Success Rolls for a model on top of the Dragon become Risky Success Rolls if they are not already. Attacks made by a model that is on top of the Dragon and target it get **+1 DICE** and **+1 INJURY DICE**. The Dragon cannot attack a model that is on top of it. When the Dragon moves, any models on top of the Dragon are moved with it. After the Dragon's move is finished, make a Success Roll for each model on it. If the roll is a Failure, the model Falls from the Dragon. Move it the shortest possible distance to the ground and place it Down, and then make an Injury Roll for it if it has Fallen 3" or more. If the roll is a Success or Critical Success, nothing happens. Take the Success Roll in the same way if a model on top of the Dragon is taken Down for any reason.

- Siege Weapon: The Dragon can move over terrain pieces that measure up to 4” by 4” as if they were Open terrain. If it does so, the terrain piece is removed from the game when the Dragon moves into contact with it. Models that were on top of the terrain piece Fall directly down to the battlefield; an additional Injury Roll may have to be made for them if they Fall 3” or more, or if they land where they may be Trampled by the Dragon as it carries on with its move.
- Crush: The Dragon can move over other models. If it does so, make an Injury Roll for the model when the Dragon moves into contact with it, as if the model had been hit with an attack with the **+1 INJURY MODIFIER** and **IGNORE ARMOUR** Keywords. The Dragon then continues with its move. Leave the model where it was if the Dragon moves beyond it. If the Dragon would end up on top of the model, move it by the shortest distance possible so that it will not be underneath the Dragon (even if it is Down). If it is not possible to move the model out of the way for any reason, it is removed from play and counts as being taken Out of Action in the Campaign Phase.
- Resistant: Remove **1 BLOOD MARKER** from the Dragon when it is Activated. In addition, add **-1 INJURY DICE** to Injury Rolls for the Dragon if the attack has one or more of the following Keywords: **FIRE**, **GAS**, or **SHRAPNEL**.
- Undying: The first, second, and third time the Dragon suffers an Out of Action result on the Injury Table, it is treated as a Down result instead. It then loses the Undying ability and replaces it with the Defiant ability:
- Defiant: When the Dragon suffers an Out of Action result on the Injury Table, it is treated as a Down result instead. The Defiant ability is lost immediately when the sixth **BLOOD MARKER** is placed next to the Dragon (from then on, Out of Action results will affect it normally.)

Keywords FEAR

The Peasants
The Peasants are represented by suitably bedraggled and oppressed-looking models. The only thing an Activated Peasant model can do is take a Move or Retreat **ACTION**. When a player moves a Peasant model, they must do so so that it finishes the move as close as possible to the nearest edge of the battlefield. A Peasant will never enter Dangerous terrain, Climb, Jump, or Jump Down. If you are ever required to take a Success Roll for a Peasant, add **-3 DICE** to their roll.

If a Peasant reaches the edge of the battlefield, they leave and are removed from the battlefield (▸ see Victory Conditions).

The Peasants

The war has taken its toll on the peasantry. Many are suffering from never-before-seen ailments and diseases, their contaminated state is the main reason they have not been evacuated from the battlefield. Rescuing them is not an option. They pose a great risk to the troops. So, putting an end to their miserable lives is the only right thing to do.

Movement	Ranged	Melee	Armour	Base
5”/Infantry	-	-	0	25mm

Battlekit	Peasants do not have any Battlekit.
Abilities	⊕ Feeble: Add **+2 DICE** and **+2 INJURY DICE** to the rolls for attacks that target a Peasant.
Keywords	None

GAME LENGTH

At the end of the fourth Turn, the attacker rolls a D6. On a 1 or 2, the game ends immediately. On a 3 or more, the game will end at the end of the fifth Turn.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). The game ends immediately in a draw if the Dragon leaves the battlefield. Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

The players must keep a running tally of the Victory Points they score during the game. Victory Points are scored for the following things:

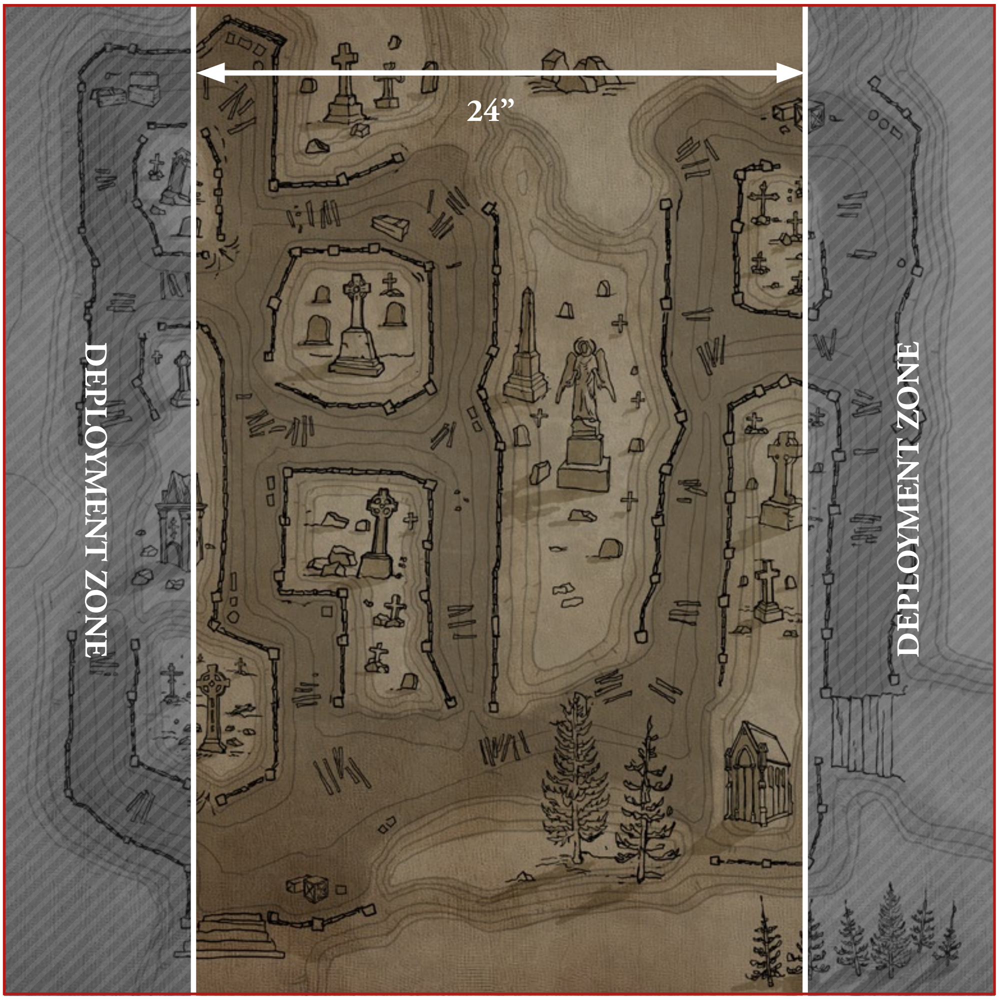
- Each player scores:
  - 2 VPs if an attack made by a friendly model takes a Peasant Out of Action.
  - 3 VPs if an attack made by a friendly model takes the Dragon Down (including when its Undying or Defiant abilities change the result to a Down result).
  - 6 VPs if an attack made by a friendly model takes the Dragon Out of Action (unless its Undying or Defiant abilities change the result to a Down result).
  - At the end of the game each player scores 1 VP for each Glorious Deed they completed.

GLORIOUS DEEDS

- Dragon Slayer: A friendly model on top of the Dragon takes the Dragon Out of Action with a Melee Attack (unless its Undying or Defiant abilities change the result to a Down result). You receive 2 ⊛ for completing this Glorious Deed.
- Fire with Fire: An attack made by a friendly model that has the **FIRE**, **GAS** and/or **SHRAPNEL** Keyword causes **2 BLOOD MARKERS** to be placed next to the Dragon.
- Genocidal: A model takes 3 Peasants Out of Action.
- Opportunist: A model is within 3” of a Peasant when the Peasant is trampled by the Dragon.
- Off My Back: A friendly model takes a model that is on top of the Dragon Down, and the model then Falls off the Dragon.

VII • Supply Raid

Raid enemy supplies or defend your caches from an assault.



FORCES

Before picking their Forces, the players must decide who is the attacker and who is the defender in this scenario. The player with the most models in their Warband (ignoring their Threshold Values or Field Strength) is the attacker in this scenario, and their opponent is the defender. If both players have the same number of models, they roll-off and the winner can decide who will be the attacker and who will be the defender.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man's Land or Decimated Ruins battlefield archetype (the player setting up the terrain decides).

Supply Cache Markers

After the terrain has been set up, the players must set up 6 Supply Cache Markers. The players alternate setting up the Markers, one at a time, starting with the defender. Supply Cache Markers must be set up more than 6” from the edge of the battlefield, more than 6” away from any other Markers and more than 1” from Impassable terrain. Only one Marker can be placed in the defender’s Deployment Zone, and none can be placed within 12" of the attacker’s Deployment Zone.

- **Destroying Supply Caches:** A player can choose a Supply Cache Marker as the target for a Ranged Attack with the **HEAVY** Keyword, or a Melee Attack of any type. If the attack is a Success or a Critical Success, the Supply Cache Marker is destroyed (remove it from the battlefield).

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent’s. Before deploying any models, the players must set up 6 Supply Cache Markers as described above. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). The defender may deploy a maximum of 6 models. The attacker may deploy a maximum of 6+D3 models. Any models that cannot be deployed are available as reinforcements. Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules.

REINFORCEMENTS

At the start of each Turn, the players roll-off. The winner rolls a D3 to see how many reinforcement models each of the players can deploy. The players then alternate deploying reinforcement models, one at a time, starting with the player that won the roll-off. Reinforcement models must be deployed touching the edge of the battlefield, wholly within their Deployment Zone, and more than 8” from the closest enemy model. If a player runs out of reinforcement models, the opposing player can set up any remaining reinforcements they have available up to the limit set for the Turn. Players must set up reinforcements if they have any available and are allowed to do so (you can’t choose to hold them back).

GAME LENGTH

This scenario lasts four Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield after any reinforcements have been deployed or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

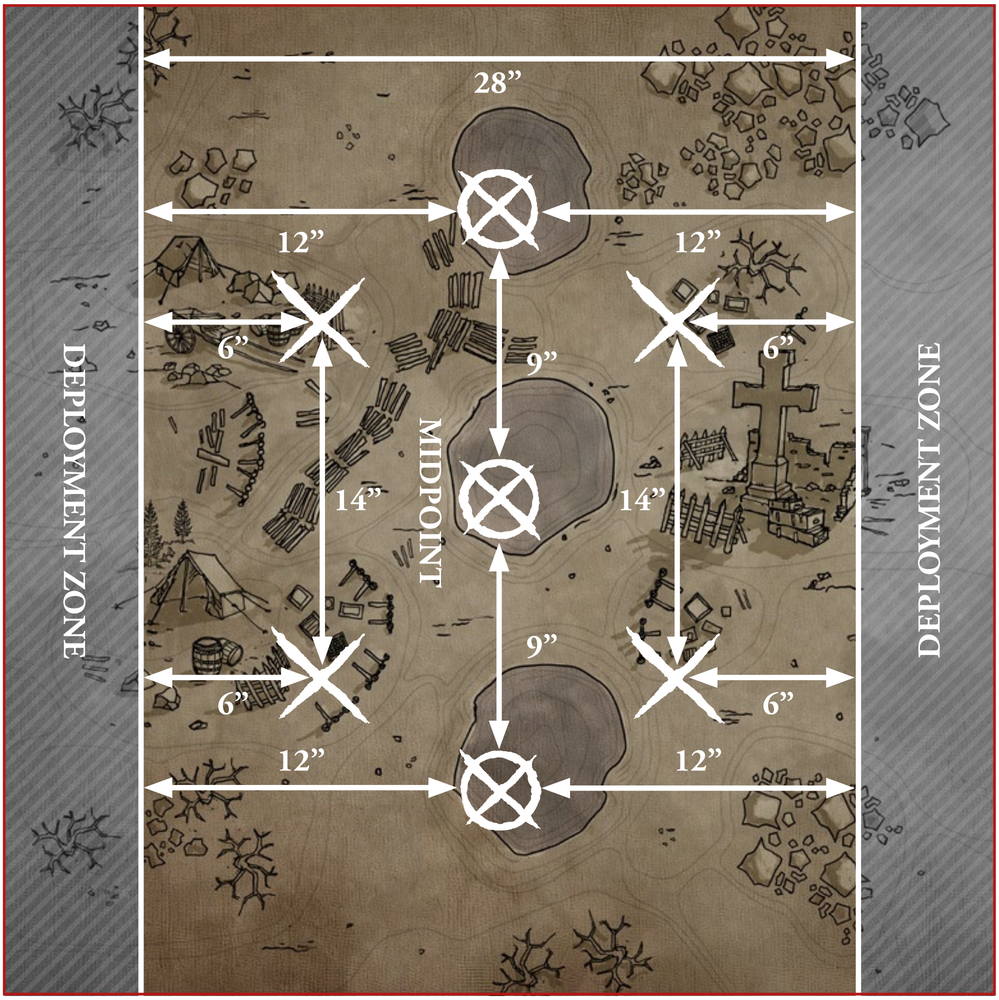
- At the end of the game the attacker scores 1 VP for each Supply Cache Marker that has been destroyed.
- At the end of the game the defender scores 2 VPs for each Supply Cache Marker that has not been destroyed.
- At the end of the game each player scores 1 VP for each enemy model taken Out of Action and 1 VP for each Glorious Deed they completed.

GLORIOUS DEEDS

- Daring Raid (Attacker only): A friendly model destroys a Supply Cache Marker.
- Hold your Ground: A Warband is the first to pass a Morale Check in this game. You receive a Victory Point for achieving this Glorious Deed. In a campaign game you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.
- Rampage (Attacker only): A friendly model destroys a second Supply Cache Marker.
- Save the Supplies! (Defender only): If there are four or more Supply Cache Markers that have not been destroyed at the end of the game.
- Stop Them! (Defender only): A friendly model takes an enemy Out of Action if the enemy is fully or partially within their own Deployment Zone.
- Victory or Death: A Warband wins the game. This Glorious Deed is only used in campaign games and is determined after the result of the game has been decided. You do not receieve any Victory Points for acheiving this Glorious Deed, but you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.

VIII· From Below

Conquer a pock-marked battlefield, but be careful not to rouse the beast that slumbers beneath.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario can use any battlefield archetype (the player setting up the terrain decides which one to use).

Ichor Pit Markers

The 3 central Markers inside circles shown on the map represent Ichor Pits. Place the Ichor Pit Markers at the locations shown on the map before setting up any terrain. Terrain pieces cannot be set up within 1” of an Ichor Pit Marker.

Artillery Shells Markers

The 4 remaining Markers shown on the map represent Artillery Shells. After setting up any terrain, place the Artillery Shell Markers at the locations shown on the map.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). In this scenario, the players can only deploy half the models from their Force (rounding fractions up). Any remaining models are not used and are placed to one side. Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. However, if they deploy using their special deployment rules, they cannot deploy within 6" of a Marker.

ICHOR PIT MARKERS

The entire battlefield was unknowingly built atop the back of a slumbering Larval Beast Lord. The unending barrage of shelling and gunfire has torn open wounds the size of pits across the monster's back, each one filled with toxic ichor. This rare substance can corrode metal, flesh, and bone, carries unnamed diseases, and brims with properties not yet understood. Despite the immense risk of harvesting it and awakening the beast, the prize is simply too great to pass up.

Open ground and terrain within 2" of the centre of the Ichor Pit Marker is treated as being Difficult and Dangerous terrain, in addition to any other terrain rules it may have.

Each Ichor Pit contains enough Ichor to fill 6 Ichor Vials (▸ see below). We recommend you keep track of how many vials have been filled from a pit by putting a D6 on top of the Marker. An Ichor Pit with no Ichor left is no longer Dangerous Terrain.

Ichor Vials

Each model in this scenario has 3 empty Ichor Vials (even if they are not usually allowed to take Battlekit or Equipment). Each player must keep track of how many empty and filled Ichor Vials the models in their Warband are carrying. If a model is taken Out of Action, place a Vials Marker at their location and record how many empty or filled Ichor Vials it represents. All models in this scenario can take the following **ACTIONS** (no Success Rolls are necessary):

- Fill Vial **ACTION**: A model with an empty Ichor Vial that is in contact with the centre of an Ichor Pit Marker can take a Fill Vial **ACTION**. If it does so, it fills 1 empty Ichor Vial with Ichor.
- Trade Vials **ACTION**: A model that is in contact with a friendly model can take a Trade Vials **ACTION**. If it does so, you can swap any number of empty or filled Ichor Vials between the two models.
- Steal Vials **ACTION**: A model that is in contact with a Vials Marker or an enemy model that is Down can take a Steals Vials **ACTION**. If it does so, you can take any number of empty or filled Ichor Vials from the Vials Marker or enemy model.
- Extract Vials **ACTION**: A model that is in contact with the longest edge of the battlefield in a Deployment Zone can take an Extract Vials **ACTION**. If it does so, you can extract any number of filled Ichor Vials from the model and replace them with empty Ichor Vials.

ARTILLERY SHELLS MARKERS

A player can choose an Artillery Shells Marker as the target for an attack. If the attack is a Success or a Critical Success, the Artillery Shells Marker explodes. An Artillery Shells Marker will also explode if it is caught in the radius of an attack with the **BLAST** Keyword. When an Artillery Shells Marker explodes, the players must first determine if the Beast awakens (▸ see below). If the Beast does not awaken, all models within 3" of it are hit in the same way as if they had been hit by an Infernal Bomb from the Heretic Legions Faction List (▸ see Infernal Bomb in Warbands of Trench Crusade). Then the Artillery Shells Marker is replaced with an Ichor Pit Marker and the players must set up Hell Ticks as described below.

THE BEAST

"I saw a great beast rise up from beneath, having seven amalgamated heads with ten mouths, and in each mouth, a thousand teeth and a hundred tongues, and upon its body were carved marks of blasphemy and the sigils of the end."

-New Syncretic Orthodox Bible

Explosions caused by the piles of artillery shells may awaken the Beast. If the Beast awakens, all models that remain on the battlefield are taken Out of Action and the game ends (▸ see Victory Conditions).

- First Explosion: The Beast twitches, causing a minor tremor across the battlefield. Roll a D6 for each model that is not Down. On a roll of 6 the model is taken Down.

- Second Explosion: Roll a D6. On a roll of 4-6, the Beast awakens.
- Third Explosion: Roll a D6. On a roll of 3-6, the Beast awakens.
- Fourth Explosion: The Beast awakens.

Call of the Beast

Starting with the first explosion of a pile of artillery shells, the Larval Beast's wail of torment echoes through the valley, summoning the parasites buried within its own flesh to the surface. These bloated, bloodthirsty Hell Ticks claw and tear their way out of the creature's body, swarming across the battlefield, ready to feast upon any living being they can sink their fangs into.

If the Beast does not awaken after an explosion, the players roll-off and the winner can set up D3 Hell Tick models within 8" of the centre of the Ichor Pit Marker created by the explosion and more than 1" away from any other models. Hell Ticks are neutral models (▸ see below). Each Hell Ticks can be represented by a small and suitably insect-like model. If no suitable models are available, represent them with Markers.

Neutral Model Activation Rolls

Hell Ticks are neutral models. Neutral models are treated as enemy models by both sides. In addition, when a player finishes an Activation with one of their models, they must take a Neutral Model Activation Roll by rolling a D6. If they roll a 1-4, they can Activate a Hell Tick of their choice. They cannot Activate a Hell Tick that has already been Activated (by either player). Once the Hell Ticks have been Activated during a Turn, stop making Neutral Model Activation Rolls until the following Turn.

When a player Activates a Hell Tick, they must carry out an Activation with it using the rules below.

If a player runs out of models from their own Warband to Activate and there are still Hell Ticks remaining to Activate, they must still make Neutral Model Activation Rolls. In the event that any Hell Ticks remain to be Activated after both players have finished Activating models from their Warband, just roll-off for each one, the winner must Activate the model.

Hell Tick Actions

When a player Activates a Hell Tick, they must first choose its prey (▸ see below). They must then take 1 Move **ACTION** and 1 Dash **ACTION** or 1 Fight **ACTION** with the Hell Tick. If the Hell Tick is not within 1" of its prey, it will move as described below and then Fight if it is within 1" of its prey or Dash if it is not. If the Hell Tick starts within 1" of its prey, it will attack before it moves. If the attack takes the prey Out of Action, choose new prey and then move the Hell Tick as described below.

The Hell Tick's chosen prey is determined by using the following list of priorities:

- If there are any models within 20" of the Hell Tick that have **BLOOD MARKERS**, then it will choose the model with the most **BLOOD MARKERS** as its prey. If two or more models have the same number of **BLOOD MARKERS**, it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey.
- If there are no models within 20" of the Hell Tick that have **BLOOD MARKERS**, then it will choose the closest as its prey. If two or more models are equally close, the player can choose which model is its prey.
- Ignore other Hell Tick models when working out a Hell Tick's chosen prey.

Moving the Hell Tick

A player must move a Hell Tick towards its prey so that it finishes either in contact with it, or if that is impossible, as close to its prey as possible.

Attacking with the Hell Tick

When the Hell Tick attacks, it will target its prey if it can do so. Otherwise, it will target the nearest model it can attack. If two or more potential targets are equally close to the Hell Tick, the player can choose which model it attacks. When a Hell Tick attacks, it makes a Melee Attack using its Mandibles ability.

Hell Ticks

Hell Ticks infest No Man's Land. Creatures of monstrous size with a voracious appetite for blood. Infestation follows wherever the path of the Beast cuts through the land.

Movement	Ranged	Melee	Armour	Base
10"/Infantry	-	+1 DICE	0	25mm

Battlekit Hell Ticks do not have any Battlekit.

Abilities

- Mandibles: A Hell Tick can make a Melee Attack even though it does not have a Melee Weapon. Add **+1 INJURY DICE** to rolls for a Melee Attack made by a Hell Tick. Whenever a Melee Attack made by a Hell Tick causes any **BLOOD MARKERS** to be placed on the target, you can remove up to **1 BLOOD MARKER** from the attacking Hell Tick model.
- Poisoned: Whenever a Melee Attack made by a Hell Tick causes any **BLOOD MARKERS** to be placed on the target, the target model becomes poisoned (it cannot be poisoned more than once). When you Activate a friendly model that has been poisoned, you must place **1 BLOOD MARKER** next to the model. You can then spend a **BLESSING MARKER** that is next to the model if you wish to do so. If you do, the model is no longer poisoned.

Keywords None

GAME LENGTH

The game ends if the Beast awakens. In addition, at the end of the fourth Turn, the attacker rolls a D6. On a 1 or 2, the game ends immediately. On a 3 or more, the game will end at the end of the fifth Turn, provided the Beast fails to awaken before then.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check). The game ends immediately in a draw if the Beast awakens. Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

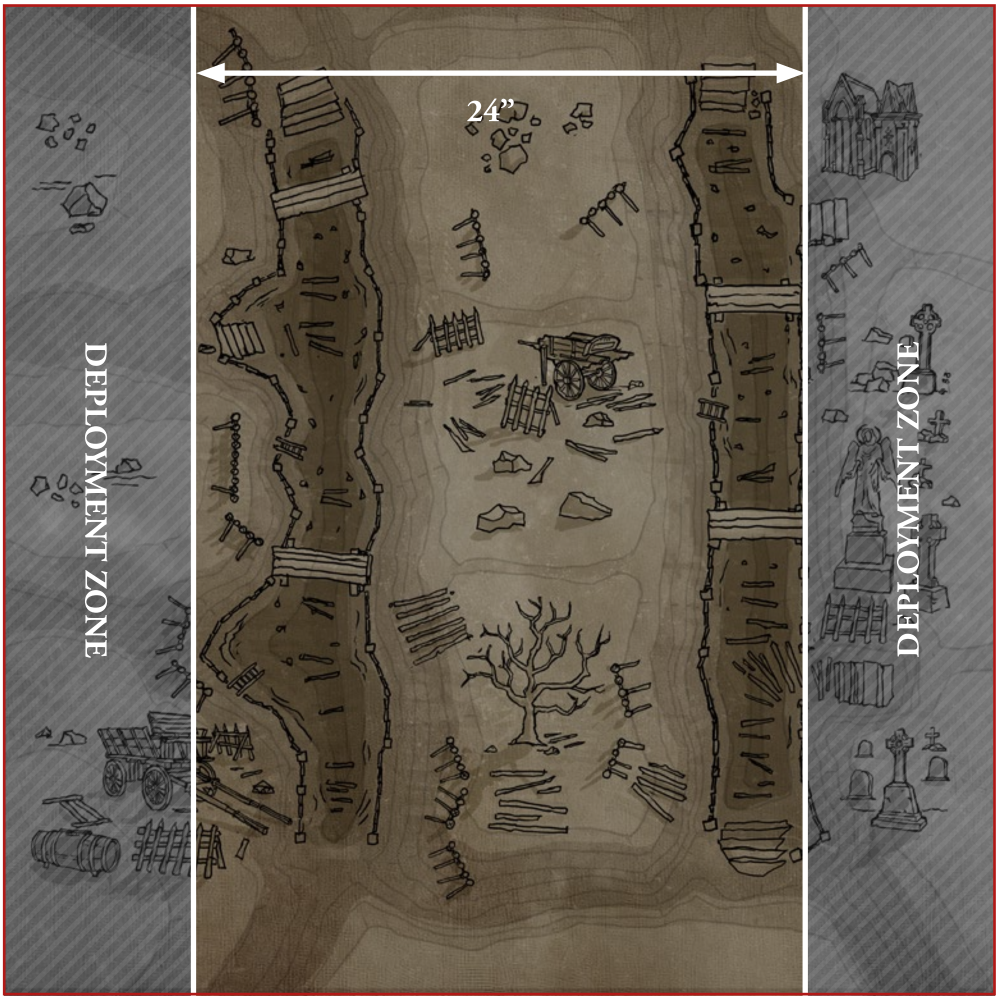
- At the end of the game each player scores 1 VP for each Ichor Vial that they extracted and 1 VP for each Glorious Deed they completed during the game.

GLORIOUS DEEDS

- Bloodlust: A friendly model that has been poisoned uses a Bloodbath Roll to take an enemy model that has been poisoned Out of Action. You can convert an Injury Roll into a Bloodbath Roll by spending **BLOOD MARKERS** (▸ see **BLOOD MARKERS**).
- For Science: A friendly model extracts 3 Ichor Vials.
- Ichor Frenzy: A friendly model extracts an Ichor Vial when it is wholly within the enemy Deployment Zone.
- Risk Taker: A friendly model causes an explosion that takes 2 or more enemy models Out of Action.
- Sadistic Wretch: A friendly model causes an enemy model to be taken Out of Action by causing it to move into an Ichor Pit.
- Vial Thief: A friendly model steals an Ichor Vial from an enemy model and then manages to extract it.

IX • Fields of Glory

Show your might and bravery. Fight to the glorious death and let your legend live on.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the Trench Lines battlefield archetype.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules.

GAME LENGTH

This scenario lasts four Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

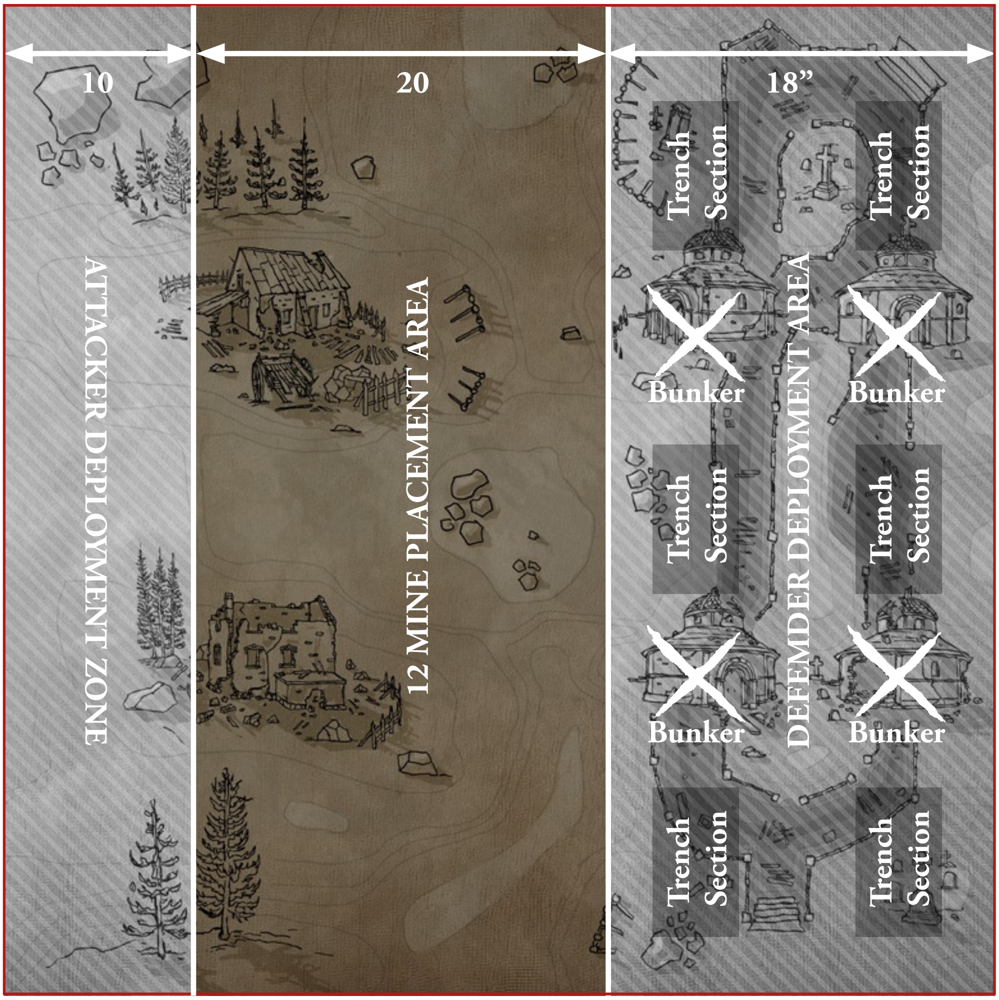
- At the end of the game each player scores:
  - 1 VP for each Glorious Deed they completed.
  - 1 extra VP for each of the following Glorious Deeds they completed: Elite Hunter, Personal Revenge, and Risk It All.
  - 2 extra VPs if they completed the Trench Raider Glorious Deed.

GLORIOUS DEEDS

- Death From Above: A friendly model takes an enemy model Out of Action with a Melee Attack that has the Diving Charge modifier.
- Elite Hunter: A friendly model takes two enemy models with the **ELITE** Keyword Out of Action.
- No Escape: A friendly model successfully charges an enemy model that it did not have a Line of Sight to at the start of its Activation.
- Personal Revenge: A friendly model uses a Bloodbath Roll to take an enemy model Out of Action if the enemy model had taken a friendly model Out of Action earlier in the game.
- Reaper: A friendly model takes three enemy models Out of Action.
- Risk It All: A friendly model takes two Risky Success Rolls in the same Activation, and both are a Success or Critical Success.
- The Real Killer: A friendly model takes an enemy model that is on Dangerous or Difficult terrain Out of Action.
- Trench Raider: A Warband captures a trench section that is at least 6" long and is wholly within 8" of the enemy Deployment Zone. A Warband captures a trench section if there are 1 or more friendly models in the trench and no enemy models are within 1" of it.

X • Don't Breathe

Beware of poison gas as you assault enemy bunkers or drive back the attackers with the power of mustard gas!


10
20
18"
ATTACKER DEPLOYMENT ZONE
12 MINE PLACEMENT AREA
DEFEMDER DEPLOYMENT AREA
Trench Section
Trench Section
Bunker
Bunker
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Trench Section

FORCES

Before picking their Forces, the players must decide who is the attacker and who is the defender in this scenario. The player with the most models in their Warband (ignoring their Threshold Values or Field Strength) is the attacker in this scenario and their opponent is the defender. If both players have the same number of models, they roll-off and the winner decides who will be the attacker and who will be the defender.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man's Land battlefield archetype and requires a battlefield that is 48" by 48". When setting up the terrain for this scenario, do not set up any terrain in either Deployment Zone.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. Before any models are deployed, the defender must set up their Trench Lines, Bunkers, and Gas Mine Markers as described below. The players then alternate deploying their models one at a time, starting with the attacker. The players alternate deploying their models one at a time, starting with the attacker. The defender may deploy a maximum of 6 models. The attacker may deploy a maximum of 6+D3 models. Any models that cannot be deployed are available as reinforcements (▸ see below). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Defending Trench Lines

The defender must set up six trench sections that are at least 8" long at the locations shown on the map. They can add additional trench sections of any size if they wish to, but all must be set up wholly within their Deployment Zone and more than 3" from the centre of where any of the Bunker Markers will be placed.

Bunkers Markers

The Bunker Markers represent heavily armoured entrenchments. After the Defender has set up their Trenches, they must set up four terrain pieces on top of where a Bunker Marker will be set up. They must use Intact Building terrain pieces if available (if they run out of Buildings, they can use whatever terrain pieces they wish). Place each Bunker Marker anywhere on the terrain piece that covers its starting position; the whole of the terrain piece is treated as the Bunker in this scenario.

Gas Mine Markers

After the defender sets up their Trenches, they can set up 12 Gas Mine Markers. At least 8 of the Gas Mine Markers must be placed wholly within the Gas Mine Placement Area. Up to 4 can be placed wholly within the defender's Deployment Zone. After setting the Gas Mine Markers up, the defender must secretly write down which 4 of the Gas Mine Markers are duds. All of the other Gas Mine Markers are live and have the **MINED** Keyword and the following special rules.

- Choking Mines: As soon as a model moves within 3" of a Gas Mine Marker, temporarily halt its move. The defender must then reveal if the Gas Mine Marker is a dud. If it is, nothing happens. If it is a live mine, it detonates in the same way as if the model had moved into contact with a Marker with the **MINED** Keyword. The Gas Mine Marker is then removed and replaced with a Gas Cloud Marker. The moving model can then carry on with its move as long as it wasn't taken Down or Out of Action. Models with the **FLYING** Keyword only trigger a Gas Mine Marker if they finish a move in contact with it (they can fly across it without setting it off).
- Gas Cloud Markers: Place **1 BLOOD MARKER** next to each model that is within 6" of the centre of a Gas Cloud Marker when it is set up. In addition, place **1 BLOOD MARKER** next to a model that is within 6" of the centre of a Gas Cloud Marker when the model is Activated.
- Detonating Gas Cloud Markers: A model can choose a Gas Cloud Marker as the target for an attack with a weapon that has the **BLAST** or **FIRE** Keyword. If the attack is a Success or a Critical Success, the Gas Cloud Marker explodes. A Gas Cloud Marker will also explode if it is caught in the radius of an attack with the **BLAST** Keyword.
- Gas Cloud Explosions: When a Gas Cloud Marker explodes, make an Injury Roll for each model within 3" of the Marker as if they had been hit by a weapon with the **+2 INJURY DICE** and **FIRE** Keywords. If the model is not taken Out of Action by the Injury Roll, it is blown away D3" in a straight line directly away from the centre of the Marker. The model stops if it is blown into another model, Impassable terrain, or terrain it cannot cross without having to Climb. The Gas Cloud Marker is then removed from the battlefield.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. Attacking models that deploy using their special deployment rules cannot deploy within 8" of a Bunker Marker.

REINFORCEMENTS

At the start of each Turn, the players roll-off. The winner rolls a D3 to see how many reinforcement models each of the players can deploy. The players then alternate deploying reinforcement models, one at a time, starting with the player that won the roll-off. Reinforcement models must be deployed touching the edge of the battlefield, wholly within their Deployment Zone, and more than 8" from the closest enemy model. If a player runs out of reinforcement models, the opposing player can set up any remaining reinforcements they have available up to the limit set for the Turn. Players must set up reinforcements if they have any available and are allowed to do so (you can't choose to hold them back).

DESTROYING BUNKERS

Models on the attacking side with the **ELITE** Keyword have Demo Charges even if they are not usually allowed to take Battlekit or Equipment. A model that has Demo Charges can take the following **ACTIONS** (no Success Rolls are necessary):

- Place Demo Charge **ACTION**: A model that has Demo Charges and is in contact with a Bunker can take an **ACTION** to place the Demo Charge on the Bunker. Once it does so, it no longer has the Demo Charge but can now use the Detonate Demo Charge **ACTION**.
- Detonate Demo Charge **ACTION**: A model that has set Demo Charges can take an **ACTION** to detonate the Demo Charge. It can take the **ACTION** at any time during the game, and can wait one or more Turns before it does so if desired (this gives the model a chance to move away so it does not get caught in the explosion). When it finally takes the **ACTION**, make an Injury Roll with the **IGNORE ARMOUR** Keyword for every model within 3" of the Bunker. The Bunker Marker is then removed, and the terrain piece it was on is no longer considered a Bunker. Note that if a model that has placed a Demo Charge is taken Out of Action, it will not be possible to detonate the Demo Charge.

GAME LENGTH

At the end of the fifth Turn, the attacker rolls a D6. On a 1 or 2, the game ends immediately. On a 3 or more, the game will end at the end of the sixth Turn.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

The players must keep a running tally of the Victory Points they score. Victory Points are scored for the following things:

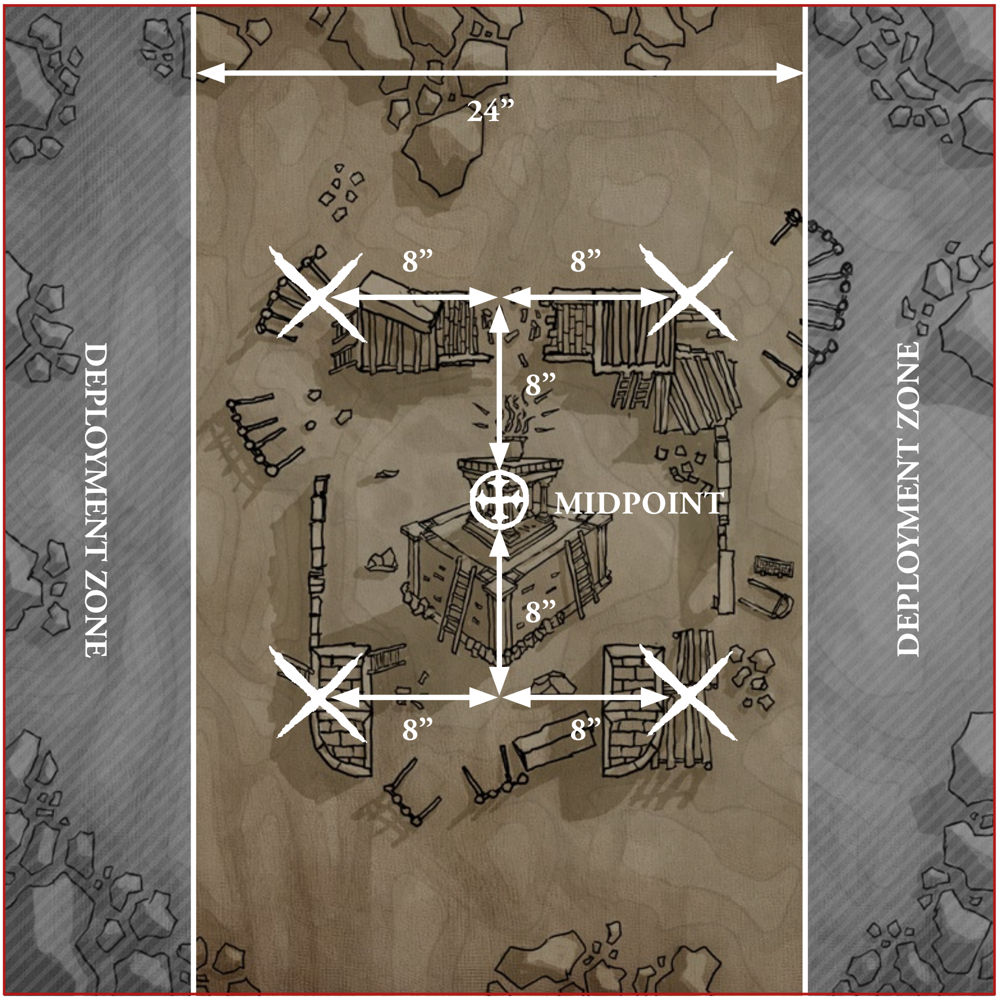
- At the end of each Turn, the defender scores 1 VP for each trench section that is at least 8" long and has one or more defending models in it. If there are no attacking models in the trench section, the defender scores 2 VPs instead of 1.
- At the end of each Turn, the attacker scores:
  - At the end of each Turn, the attacker scores 2 VPs for each trench section that is at least 8" long and has one or more attacking models in it. If there are no defending models in the trench section, the attacker scores 3 VPs instead of 2
  - 2 VPs for each Bunker that was destroyed by a Demo Charge that Turn.
- At the end of the game each player scores 1 VP for each Glorious Deed they completed and 4 VP for each Bunker they control. A player controls a Bunker if there are more friendly models within 1" of it than there are enemy models.

GLORIOUS DEEDS

- Burning Sight: A friendly model causes a Gas Cloud Marker that is more than 14" away from it to explode, and the explosion takes one or more enemy models Out of Action.
- Combustive: A friendly model causes a Gas Cloud Marker to explode, and the explosion takes two or more enemy models Out of Action.
- Deep Breaths: A friendly model causes an enemy model to be taken Out of Action by causing it to move within 6" of the centre of a Gas Cloud Marker.
- Iron Lungs: A Warband controls a Bunker that is within 6" of the centre of a Gas Cloud Marker at the end of two consecutive Turns. A Warband controls a Bunker if there are more friendly models within 1" of it than there are enemy models.
- Poisonous Rage: A friendly model that is within 6" of the centre of a Gas Cloud makes a Melee Attack that takes an enemy model Out of Action.

XI • The High Ground

Capture the high ground at all costs. Every casualty is worth it to claim this crucial tactical location.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario uses the No Man’s Land or Decimated Ruins battlefield archetype (the player setting up the terrain decides which one to use) and requires a battlefield that is at least 36” by 36”.

Objective Markers

The Markers shown on the map show high ground that the Warbands have been ordered to capture. When you set up the terrain pieces for this scenario, you must place the first five terrain pieces so that they are covering the locations where the Objective Markers will be set up, and at least 3" away from each other. In addition, you must use terrain pieces that are at least 6" tall. The terrain piece covering the central Objective Marker must be the tallest terrain piece available. The Objective Markers are set up after all of the terrain. Place each Objective Marker anywhere on the terrain piece that covers its starting position; the whole of the terrain piece is treated as the Objective for this scenario, and cannot be destroyed or removed for any reason.

Controlling Objectives

A player controls an Objective terrain piece if there are more friendly models on, in, or within 1" of the terrain piece than there are enemy models. If one player has any models on the terrain piece and their opponent does not, then the player with models on the terrain piece controls it even if their opponent has more models within 1" of the Objective.

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules. However, if they deploy using their special deployment rules, they cannot deploy within 3" of an Objective.

TOP PRIORITY OBJECTIVE

After deployment, each player must secretly write down which one of the five Objectives is their top priority. Capturing it will earn the player additional VPs at the end of the game (▸ see Victory Conditions).

GAME LENGTH

This scenario lasts five Turns.

VICTORY CONDITIONS

A player wins this scenario immediately if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

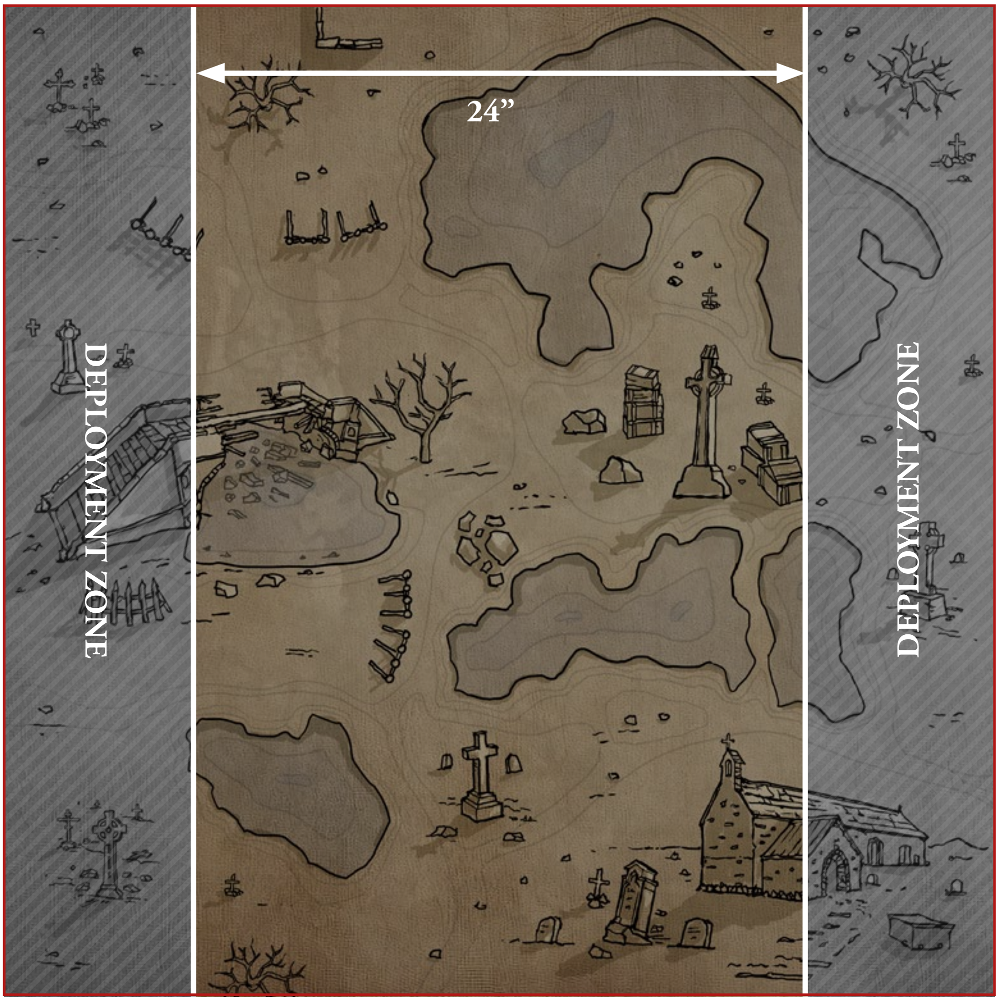
- Each player scores 1 VP each time a friendly model takes an enemy model Out of Action with a Melee Attack that has the Diving Charge modifier.
- At the end of each Turn, each player scores 2 VPs for each Objective they control.
- At the end of the game each player scores:
  - 1 VP for each Glorious Deed they completed.
  - 3 VPs if they control the opponent's Top Priority Objective.
  - 3 VPs if they control their Top Priority Objective.

GLORIOUS DEEDS

- **Back to the Mud:** A friendly model causes an enemy model that is on an Objective to Fall and the Fall results in it being taken Out of Action.
- **Death From Above:** A friendly model takes an enemy model Out of Action with a Melee Attack with the Diving Charge modifier.
- **Down with You:** A friendly model on an Objective uses a Ranged Attack to take Out of Action an enemy model on a different, higher Objective.
- **Victory or Death:** A Warband wins the game. This Glorious Deed is only used in campaign games and is determined after the result of the game has been decided. You do not receieve any Victory Points for acheiving this Glorious Deed, but you can award 1 Experience Point to **1 ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.
- **King of the Hill:** A model has been on all five Objectives.

XII • Great War

The order for general assault has been given. The skirmishes are over. It is time to wipe out your hated enemy once and for all. The Great War begins.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The players roll-off and the winner sets up the terrain for the game. This scenario can use any battlefield archetype (the player setting up the terrain decides which one to use).

DEPLOYMENT

The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's. The players then alternate deploying their models one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same number of models). Models must be set up wholly within their own Deployment Zone. If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left. Once the players have set up their models, deployment ends, and the game begins.

Infiltrators

Infiltrators can deploy normally or by using their special deployment rules.

TO THE DEATH!

Neither side takes Morale Checks during this game, and neither player can choose to flee with their Warband.

GAME LENGTH

This scenario lasts five Turns.

VICTORY CONDITIONS

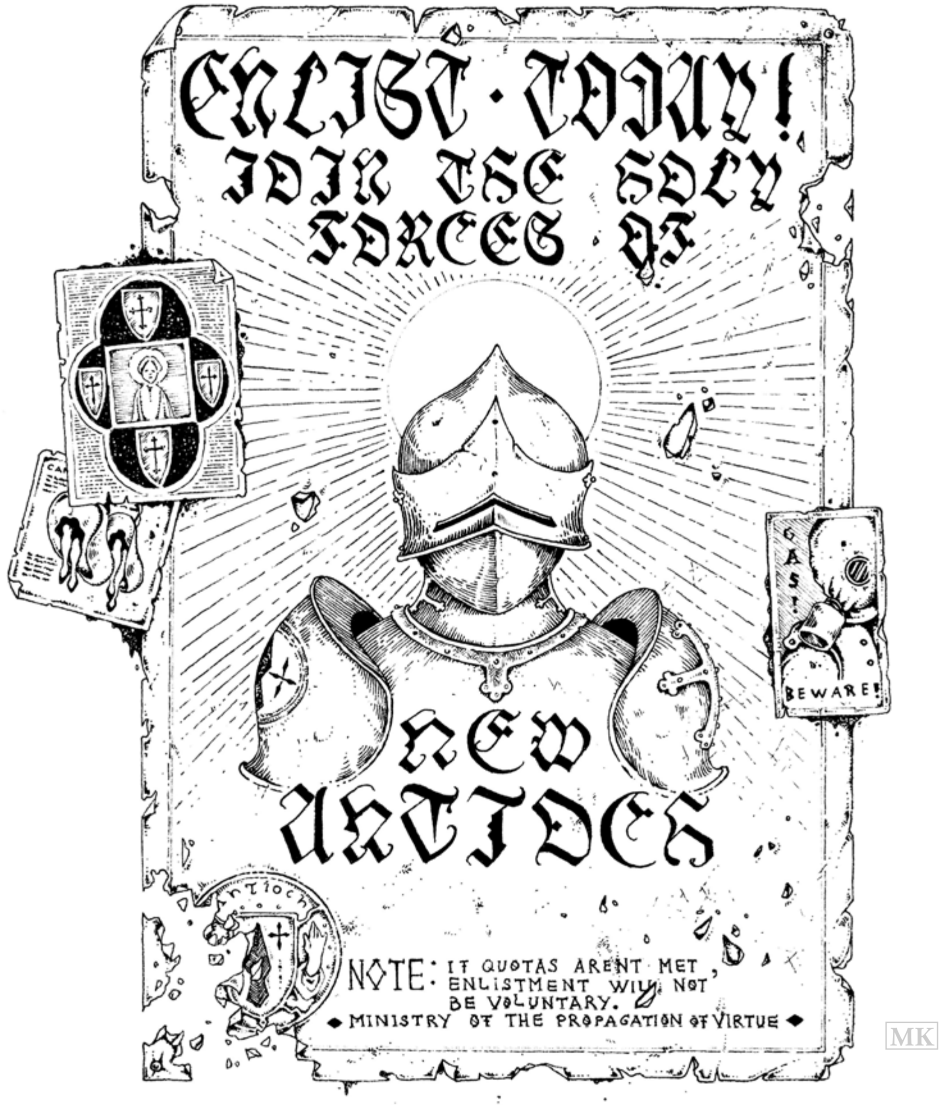
A player wins this scenario immediately if there are no enemy models on the battlefield. Otherwise, the player with more Victory Points at the end of the game is the winner.

Victory Points

Each player scores VPs for enemy models that were taken Out of Action equal to the model's Cost, divided by 10 if it has a Cost in ♛, or by 3 if it has a Cost in ⊛ (rounding fractions up). Include the model's Battlekit, Glory Items, and any other upgrades in its Cost. If a model has items worth both ♛ and ⊛, work out each separately. For example, a model that had a total Cost of 100 ♛ and 6 ⊛ would be worth 100/10 = 10 VPs, plus 6/3 = 2VPs, for a total of 12 VPs.

GLORIOUS DEEDS

There are no Glorious Deeds in this scenario, just victory or death!


ENLIST TODAY!
JOIN THE HOLY FORCES OF
NEW ANTIOCH
GAS! BEWARE!
ANTIOCH
NOTE: IF QUOTAS AREN'T MET, ENLISTMENT WILL NOT BE VOLUNTARY.
◆ MINISTRY OF THE PROPAGATION OF VIRTUE ◆
MK